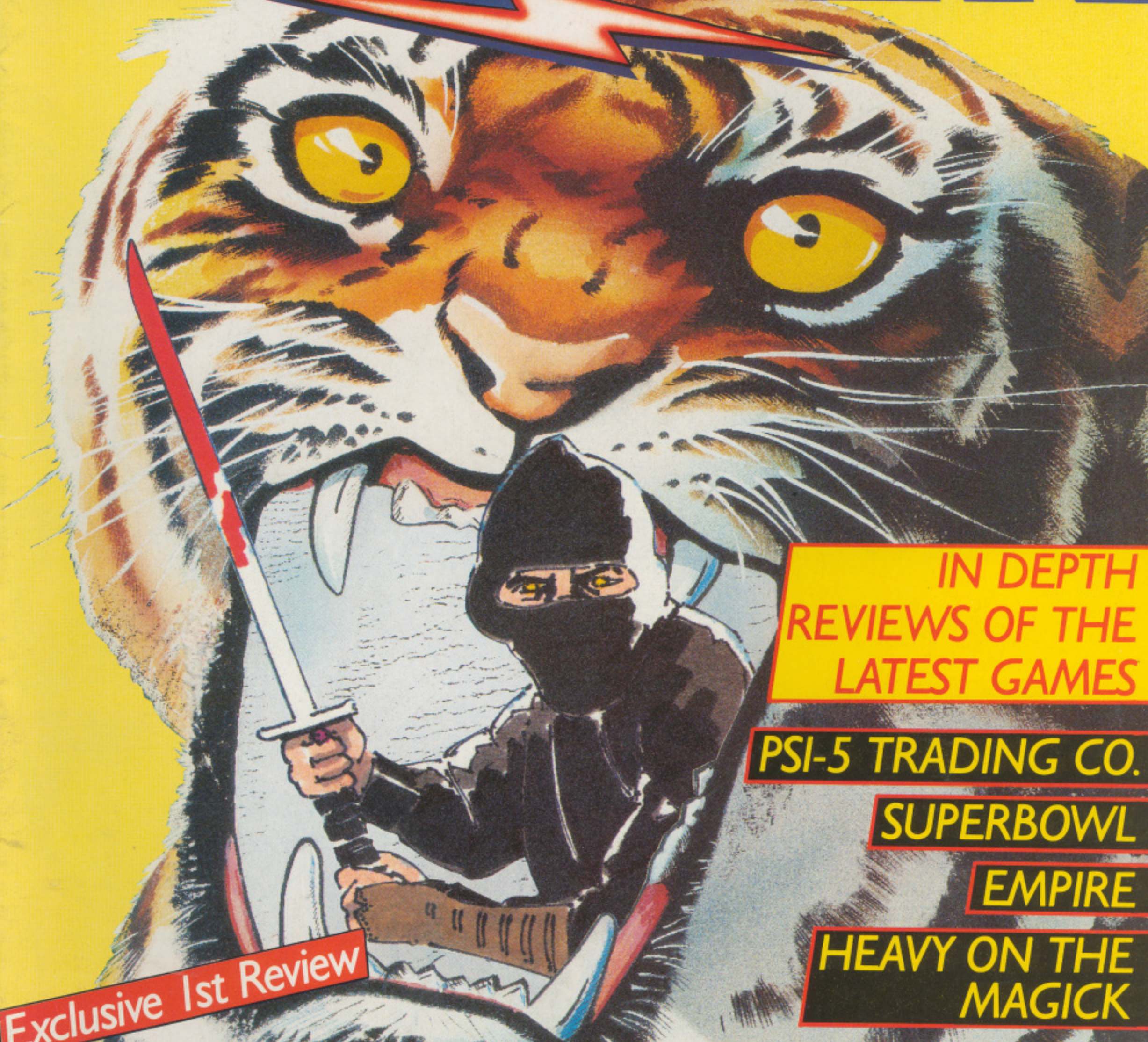# Computer
GAMER

IN DEPTH REVIEWS OF THE LATEST GAMES

PSI-5 TRADING CO.

SUPERBOWL

EMPIRE

HEAVY ON THE MAGICK

Exclusive 1st Review

THE WAY OF THE TIGER

Computer GAMER

CONTENTS

NEWS NEWS

Ghostbusters II

Ghostbusters, the game that sold well into 6 figures, and probably half a million games worldwide, is to have a sequel.

Ghostbusters II is due out for the popular micros and is expected this Autumn.

Another sequel is due out soon — Hacker II. Activision tried to cash in on the current interest in Hacking with a game promoted as letting you hack in the comfort of your own home. The game had very little to do with hacking, but was a very good problem solving/adventure game in itself. despite being totally incontroversial (much to Activision's dismay, who would probably liked a bit of mystique surrounding it).
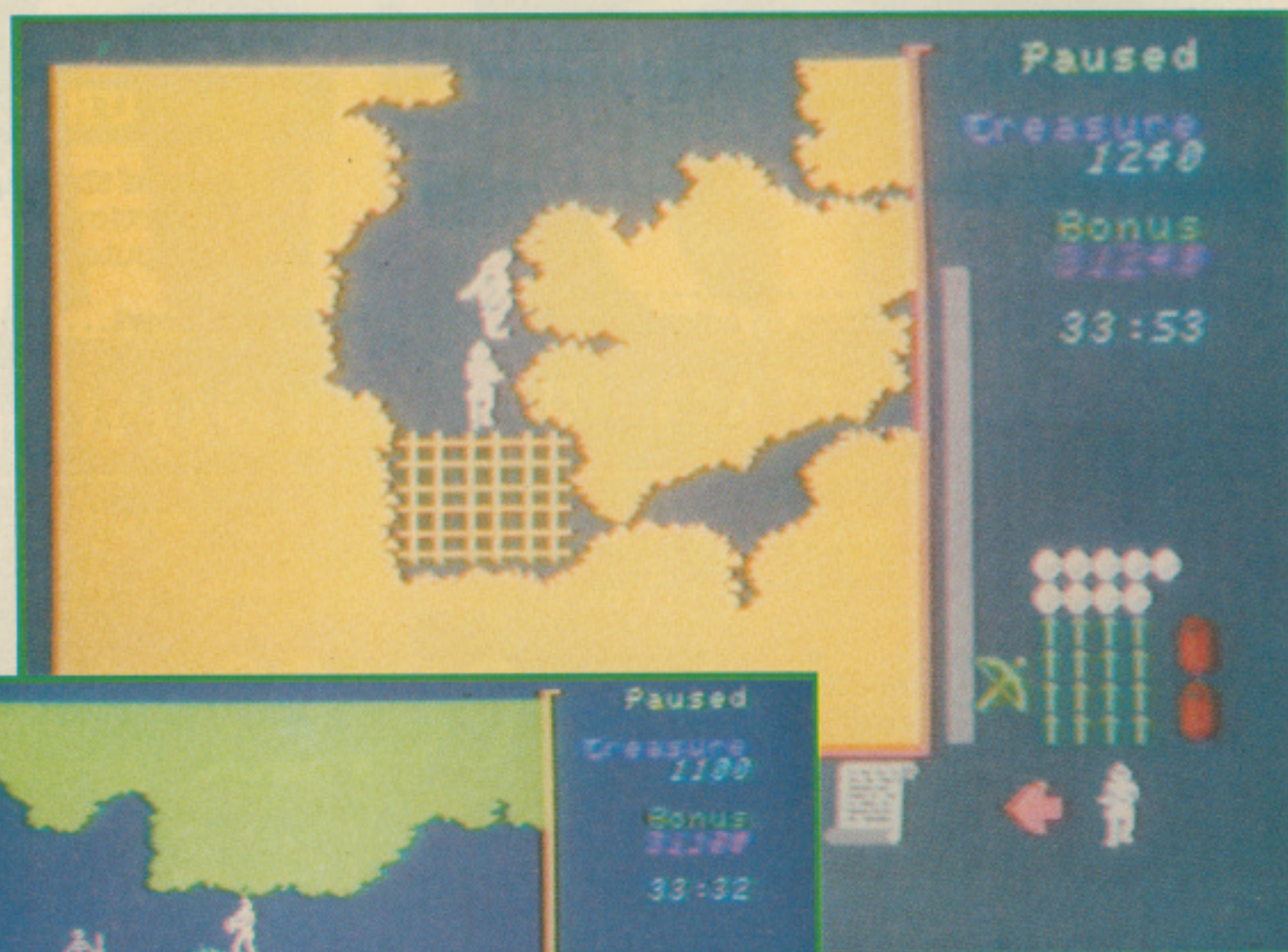
Hacker II takes the same theme as the first game, but moves a bit. The game is finished and is just waiting for the conversions to be done so that there can be a simultaneous release over a number of machines — but watch out for it soon.

Something missed out of March's piece on the next set of Lucasfilm pseudo-fractal games, Mists of Xenon and Labyrinthe. Labyrinthe is actually going to be a film starring David Bowie, made by the film making arm of Lucasfilm. This will be released at the same time as the film, so you will have to wait until the Autumn for that as well, though Mists of Xenon will probably be ready in time for a late summer release.

Conversions of the original Lucasfilm games are due out for the Amstrads during May and there might be some MSX versions lurking in the wings for all you Toshiba owners.

If you have read the latest Silica Shop catalogue, you may have noticed a game called 'ball sports' under the Lucasfilm/Activision heading. This is probably not coming out now as it is not very good.

Nexus

Nexus, the arcade, adventure, kung-fu game is to be released soon by the company of the same name.

The game features your attempts to infiltrate the headquarters of an evil durgs ring to gather enough evidence to smash the drug barons.

Through joystick control you will be able to punch, kick, jump, run, duck and hurl weapons around the secret underground complex.

The screenshot shows an unique feature promised by the game where Nexus contacts already in the complex can teach you new skills. These range from new martial arts moves to how to fire a sub-machine gun. The necessary joystick moves are demonstrated until the player has learned the skill and is returned to the game.

The shot also shows a map of the complex and two grey shutters that reveal digitised pictures of the enemy whenever they appear so that you can easily identify them.

Nexus will soon be released in C64, Spectrum and Amstrad versions, and will cost £9.95

US Gold's Strategic Simulations

US Gold are set to release four more games from US software house SSI already known for wargames such as Combat Leader and Battle for Normandy.

The latest releases include Ultima style strategy adventures called Phantasie and Questron, an arcade adventure titles Gemstone Warrior and the first in the 'when superpowers collide' wargame series, Germany 1985.

In Gemstone Warrior you will have to battle monsters with magic as you search mysterious caverns for the five pieces which once was the God's gemstone. Your failure will mean the end of mankind.

Questron is a massive roleplaying adventure set in a vast land filled with cities, castles, dungeons, monsters and pricelss treasures.

You begin the game a simple serf but soon you embark on a quest that will lead you to a final confrontaion with the renegade sorceror, Mantor.

The mission to find the seven black rings with which you can defeat the Black Lord is the plot of Phantasie. This isn't going to be easy and you'll need the strengths and abilities of your six characters if you are to stand a chance.

Germany 1985 is the first in a series of World War III 'simulations' and should appeal to wargamers who are dying to know what would happen if the Superpowers collide.
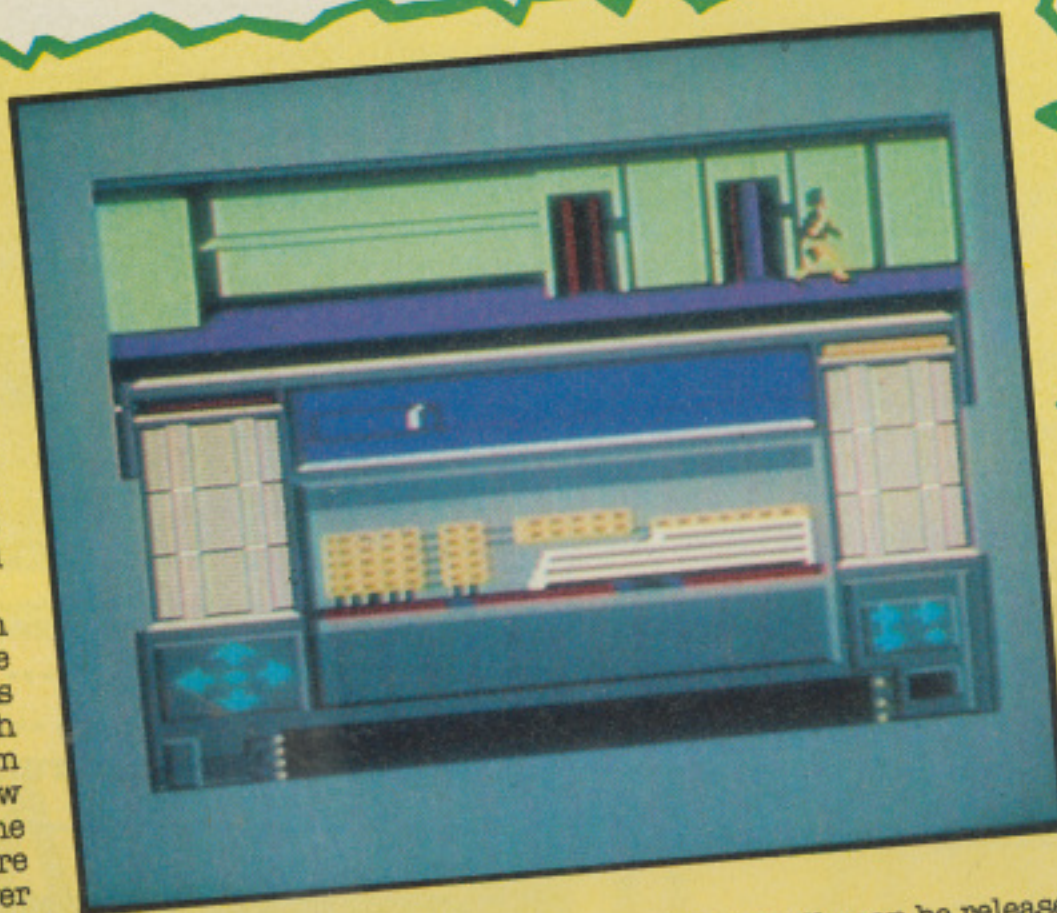
NEWS NEWS NEWS

Acrojet - a flying decathlon.

Thing on an Amstrad

The Thing on a Spring is back! The hero of Gremlin Graphics addictive game for the C64 will be bouncing around Amstrad screens very soon.

Our springy hero must infiltrate an evil goblins factory and stop him from wrecking havoc on an unsuspecting world. But beware the goblins are out to rust our hero until eventually he seizes up.

Amstrad owners wishing to spring for this game will have to find £8.95. (Full review next issue).

Amstrad Buy Sinclair Shock!

In a surprise move, Amstrad Consumer Electronics has bought the home computing division of Sinclair Research.

For a price of £5,000,000 Amstrad get the right to manufacture and sell all existing Sinclair products, along with first refusal on later Sinclair developments. Amstrad also have the right to use the Sinclair name and logo.

Amstrad have NOT bought out Sinclair or taken on any stock, though Amstrad and Sinclair are negotiating so that existing Sinclair stock will be bought by Amstrad.

Sinclair Research are now leaving the consumer computer market, and will be doing contract research for other companies, though if they design a computer — such as the forthcoming Pandora portable computer — Amstrad will probably produce it under the Sinclair name.

What does this mean for the humble Spectrum now that Sinclair has gone? Alan Sugar (head of Amstrad) says that the Spectrum will continue to be produced, though there will be changes. And all of them are good news for Spectrum owners:

Acrojet and Gunship

US Gold is set to release three more simulations from Microprose for the C64. The games are Silent Service (a submarine simulation which is reviewed in this transmission of Gamer), Acrojet and Gunship.

Acrojet not only simulates flying a 200 mph, one man jet but is also a sports simulation.

Once you have perfected your flying skills you can put them to the test by entering an acrobatic decathlon of events including sport landings, ribbon cuts (??) and aerobatics.


increased reliability, by alterations in production; re-packaging including a Spectrum in a new box with a built-in tape deck, a screen is also a possibility, but not in the near future; the introduction of Amstrad compatible 3 inch disk drives (as used on the Amstrad disk machines and the Einstein).

Amstrad say that the Sinclair badge is to be used on future 'entertainment' machines that are upward compatible with the existing Spectrum range, so the CPC464, which will still be produced, will still have the Amstrad badge on it. Amstrad intend to sell Sinclair products at around the £139 price level.

Amstrad also announced the introduction of a testing service for Sinclair software to ensure compatibility with newer machines — eliminating the problem with series 3 and 128K Spectrums. The manual and advertising will only recommend the approved software.

The QL (which is no longer manufactured) is likely to be dropped, though it may get a new lease of life in a redesigned form with 3 inch disk drives.

Footnote: The financially plagued Commodore home computer division (separate from Commodore Amiga), the company with most of the rest of the British market, is rumoured to be on the verge of producing a low priced replacement for the Commodore 64 at around £150 to £200.
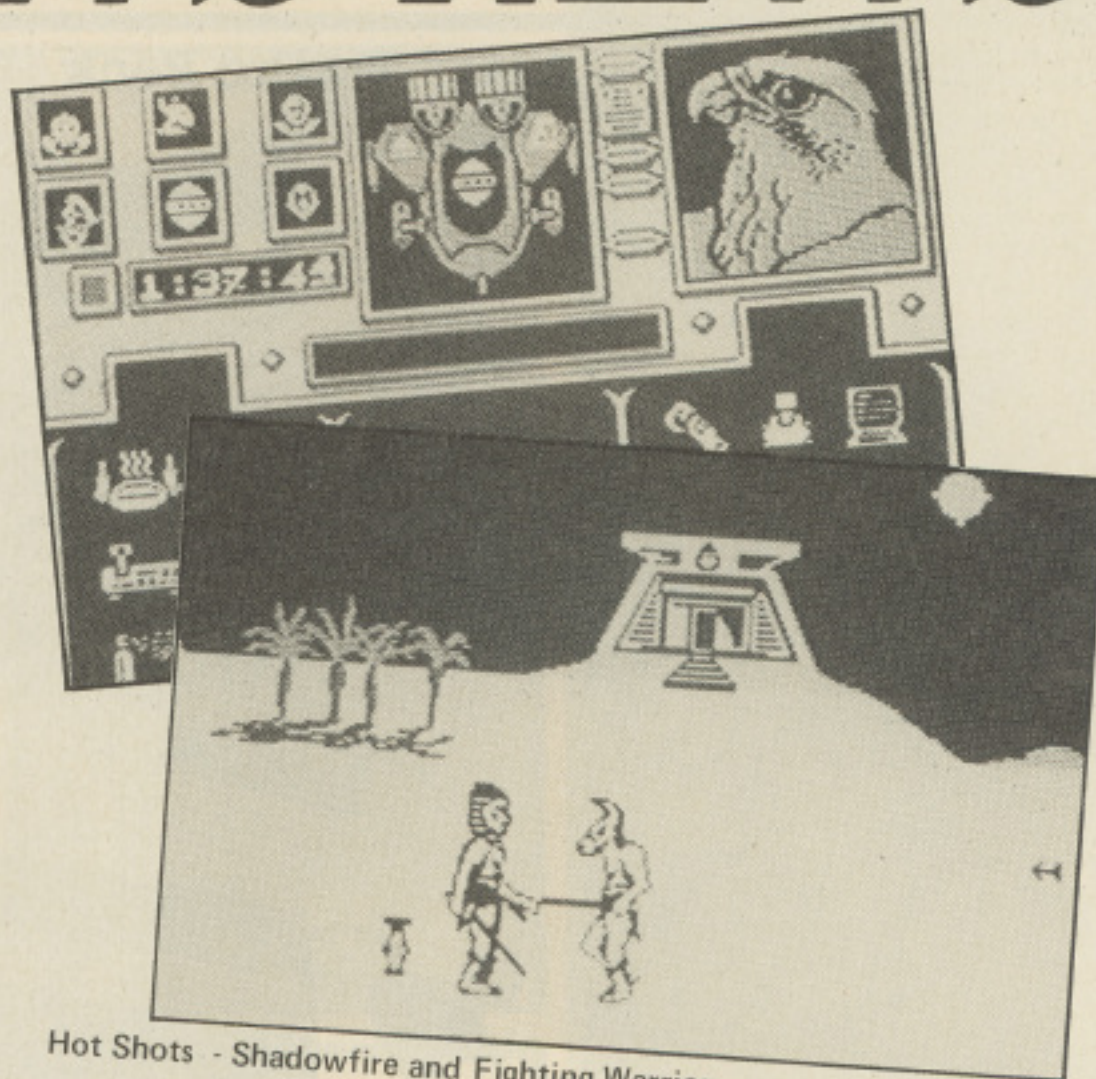
Hot Shots - Shadowfire and Fighting Warrior.

Spectrum Hotshots

Four classic Spectrum games are now available in one pack for only £9.99.

This mega compilation tape consists of icon adventure action in Beyond's Shadowfire, combat action from Fighting Warrior (Melbourne House). Puzzling action in Firebird's Gyron and adventuring at it's best in Activision's Mindshadow.

Each game is supplied with full instructions and the pack even contains the shadowfire Tuner to expand this incredible game even more.

THE MAIN DISPLAY
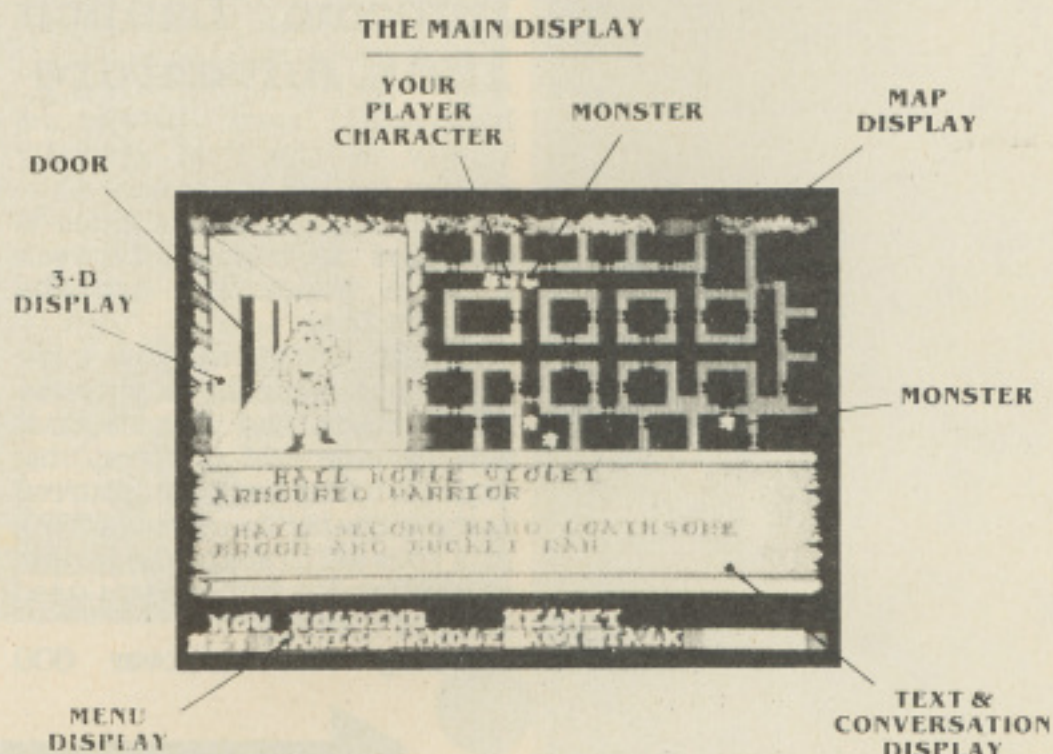
Amstrad Swords and Sorcery

PSS have announced the completion of the Amstrad conversion of their fantasy roleplaying adventure, Swords and Sorcery.

The game is inspired by D&D and the Spectrum version was reviewed, in depth in the December transmission of Gamer.

You begin the game as a novice but by developing your skills in swordplay, magic and thievery you can progress through the game.

PSS have also released an extended version of Spectrum Swords and Sorcery which includes a second dungeon level with map, an advanced players guide, guide to the games critters, a book of objects as well as printed cassette inlays for player characters saved to tape.

Amstrad Swords and Sorcery costs £9.95 with the Advanced Spectrum game selling at £14.95. Owners of the original Spectrum game can update by mail order for only £4.95.

Jack in the Box — Atari Strike Back

At the recent Atari User show, Atari Inc launched their new range of products to be released in Europe over the next year.

On the games front, their dedicated game machine, the VCS2600, is to be supplemented with the new 7800 series, This machine, first shown some 18 months ago is compatible with the older 2600 cartridges as well as with the new specially written games such as Pole Position II and Star Raiders II.

The hardware is based around the Maria chip set. These are the graphics and sound chips that were to be the next stage in the evolution of Atari from the old XL series prompted by the Amiga.

This chip set is capable of incredible music synthesis including software driven speech, and fantastic graphics. At present only the graphics chip has been confirmed as being in the new machine — more news later.

The machine was initially developed outside Atari, and was scrapped when Jack Tramiel took over. However, sales in excess of 23 million VCS2600 games prompted Atari to re-think it's strategy regarding dedicated games machines — resulting in the 7800 series.

The 7800 will be available in the summer priced at around £70. The 2600 is still available and in its re-packaged form will sell for around £40.

On the computer front, the 8 bit series is to get another facelift. With built in software and packaged with peripherals in response to the huge success of the Amstrad machines. As a PCW8256 beater. Atari will be selling an XE/monitor/printer combination in the near future with built in word processing software. Price is unknown, but it is expected to be around the same as the Amstrad (£450).

The St series has been rationalised with a restructuring of the range. The 512 STM is to be the low cost entry to the system. With a modulator built in for use on a normal TV, it can only run cartridge software as you need to buy an add on disk drive to gain access to the more popular software. The next one up is the 520 STFM, this is the same as the previous model except that it has a built in disk drive. The top of the range is the new 1040 STFM this has a modulator a disk drive and a mammoth 1040K (1M) of memory.

The introduction of modulators is due to complaints from ST owners with monochrome monitors that couldn't play games in colour which is RGB only on the ST. The new machines will rectify that.

Atari 1040 STMF

Atari 7800 Pro games system.

Infocom Launch 128K Adventure

Infocom's latest adventure, Trinity, is the first specially written for 128 computers.

Due out in June the game is described as a cross between Alice in Wonderland and The Twilight Zone.

During the game you must explore an alternative universe where magic and physics exist side by side and every atomic explosion that has ever occurred is inexplicably connected (???). It is your job to shape the course of history. No wonder you need 128K of memory!

Trinity features over 600 locations and a vocabulary of over 2,000 words.

Infocom describe the game as 'standard level' which, of course, means impossible.

The game disk is accompanied by the usual stunning Infocom packaging including an intricately decorated punch-out sundial, a detailed map of the trinity site, a copy of the historical comic, the 'Illustrated Story of the Atom Bomb' and instructions for folding a paper bird.

Dedicated Infocom fans will have to beg, steal or borrow either an Apple IIE, Amiga, Atari, Commodore 128, IBM PC or Mackintosh and around £30.

Off the Hook

Off the Hook organiser, Rod Cousens has announced the games that will appear on the charity tape that will raise money for the Princes Trust for Drug Rehabilitation.

Beyond's Psytron and US Gold's Blue Max will head the Spectrum version which will also include Fall Guy (Elite), Buggy Blast (Firebird), Ad Astra (Gargoyle), Splat (Incentive), Kong Strikes Back (US Gold), Chequered Flag (Psion) and Melbourne House's Mugsy.

The C64 version features Pitfall 2 (Activision), Psytron (Beyond), Fall Guy (Elite), Demons of Topaz (Firebird), Sam Stoat Safebreaker (Gremlin), Kong Strikes Back (US Gold), Black Thunder (Quicksilva), Deathstar (system 3), Talladega (US Gold) and Classic adventure (Melbourne House).

Version of Off the Hook are also planned for Amstrad, BBC, C16 and Atari computers.

All version will cost £6.99 which is excellent value if you still need some of these titles to complete your collection.

Alpha Omega

Alpha Omega is the latest label to be launched by the CRL group.

The first games from the new label all cost £1.99 and include an arcade game called Return of the Space Warriors and Baby Berks, the sequel to the Berks triology.

CRL themselves are set to launch seven new games including a 3D arcade adventure and the C64 version of Tau Ceti.

Cyborg is to be a 3D arcade adventure in which you must guide your half robot, half humanoid hero into a alien ship where he must rescue the human crew sent there to explore it. This is just the first in a series of Cyborg adventures that CRL have planned. In others you will be able to use the Cyborgs ability to swap his hands for flamethrowers, weapons and tools.

The C64 version of **Tau Ceti** is due out at the end of May and will again be in two versions. The basic (incredible) game will be available on cassette with a 'special edition' available on disk.

Adventure fans are in for a treat especially those with an offbeat sense of humour. As waiting in the wings are the C64 version of Bored of the Rings, an Amstrad conversion of Robin of Sherlock, The Rocky Horror Adventure Show (written by Bored of the Rings author Fergus McNeil), a multiplayer quest adventure called Camelot and The Very Big Cave Adventure.

The Very Big Cave Adventure is a very strange version of the original Colossal Caves adventure and is written by those very strange people from St Brides School (enough said). Soon C64, Amstrad and Spectrum owners will be able to sample this delight and will no doubt wonder what would have happened if Crowther and Woods had written this game instead of Colossal Caves.

Quill on Compunet

Commodore adventurers can now get their adventures online thanks to a new area on Compunet called Quill Corner.

All of the adventures can be downloaded and stored on tape or disk and cost between £2 and £5.

They are all written using the Quill and the first two available are Parisian Nights and a tough 100 location puzzler for seasoned adventurers called the Staff of Law.

Details of this and other Compunet adventure software from Alan Lenton at 01-965 8866.

NEWS NEWS NEWS

30 Games for the price of one

Argus Press Software are literally offering you the chance to buy 30 games for the price of one!

30 Games is a twin cassette pack containing a variety of titles including arcade, strategy and adventure games.

Naturally the quality of the games vary but include such classics as New Generation's 3D Tunnel, Quicksilva's Alien Intruders (Space Invaders) and Metero Storm (Asteroids) as well as one of my favourite strategy wargames, Fall of Rome from Mind games.

30 Games is available for the Spectrum and costs £9.95.
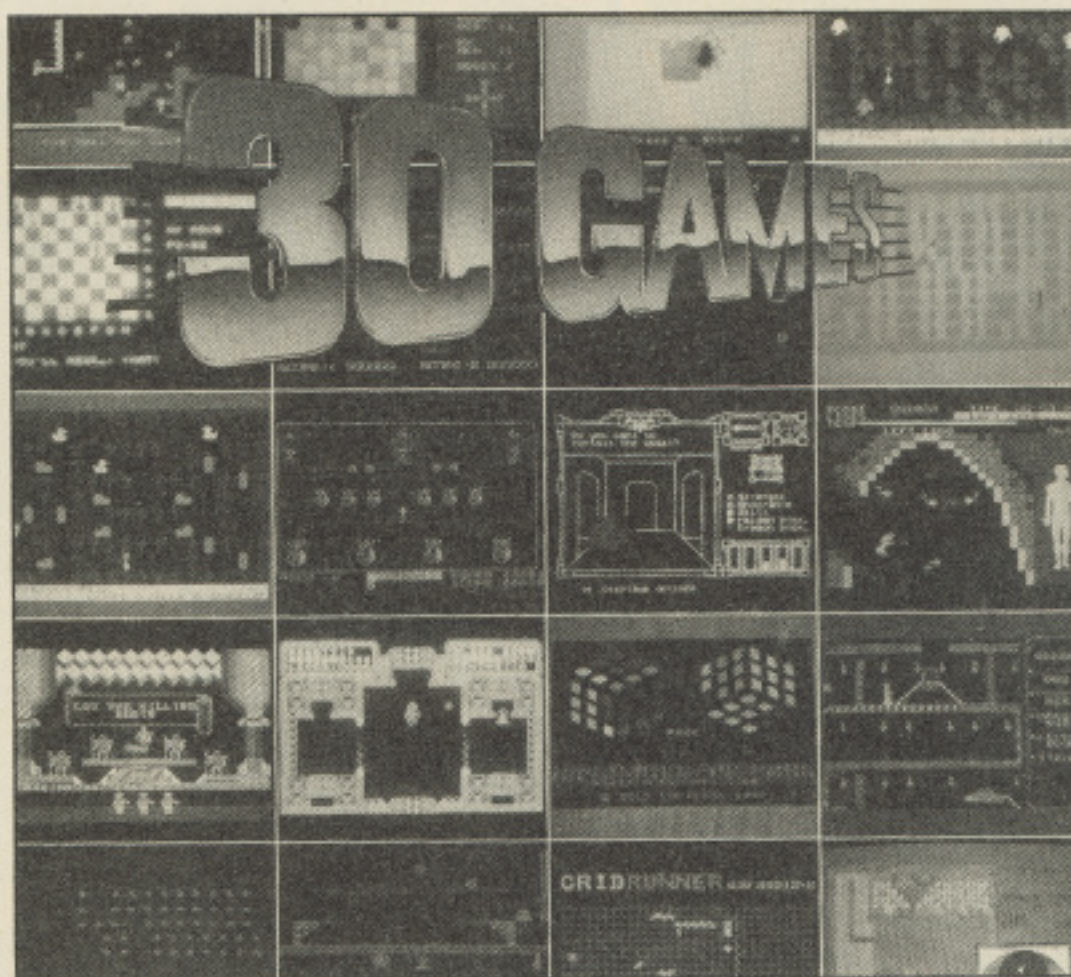
30 games for the price of one!

Level 9's Colossal Trilogy

Level 9 has announced the first of its 'Infocom-busting' adventure series and it's to be an expanded version of the Colossal cave, the first adventure.

The Colossal Trilogy is to include enhanced versions of Level 9's Colossal Adventure, Adventure Quest and Dungeon Quest featuring more text descriptions and added graphics.

The Colossal Trilogy will be available on disk or microdrive for the Sinclair QL, Atari St and Amstrad PCW at the end of May and will cost £19.95.

3D Space Game

You're on your own . . . at the helm of a supervessel . . . wearing cardboard 3D glasses!

This is the plot of a French 3D, QL game called Wanderer in which you must use all your skill, cunning, thought and reflexes to travel the galaxy in search of your landlady's kidnapped cat.

More details about this incredibly strange game can be obtained from the importers, Rio Promotions Ltd on 01-349 2764.

The Comet Game

Just as the space probe Giotto was being pummelled by Halley's Comet, Firebird were adding the final touches to an arcade strategy game of cosmic proportions — the Comet Game.

The game will consist of three distinct phases in which you must blast off for the stars, help the onboard computer Herbie (Human Environment Reproduction By Intelligent Electronics) guide the ship through countless dangers until finally you must blast the comet germbags before they infect earth. (Funny, James Burke forgot to mention that bit!)

The Comet Game will be available for Spectrum, C64, Amstrad and Atari computers and will cost £7.95.
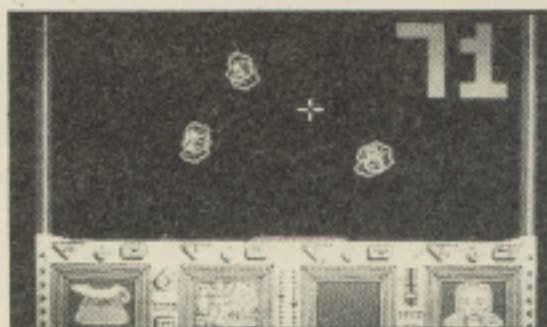
Could you help HERBIE fight off the germbags?

Beyond's Bounces

Beyond Software have announced a range of forthcoming games including Bounces from Denton Designs.

Bounces is described as a combat game of the future in which two players compete in a fast and furious contest.

The long awaited Amstrad version of the '1985 Gamer Adventure of the Year', Shadowfire, is due out at the end of April, along with the C64 and Amstrad conversions of Doomdarks Revenge.

Other games nearing completion include on based on Dante's Inferno by Denton Design and Dark Sceptre and Eye of the Moon from 'Midnight' author, Mike Singleton.

Winter Events

Spring is in the air, the snow is on the ground and still winter sports games are appearing in the office.

The latest one is for the C16 and is called Winter Events from Anco Software.

Winter Events features six events that are turbo loaded from tape in just 40 seconds and feature Biathlon, Slalom, Downhill, Bobsled, Ski Jump and Speed Skating.

Winter Events will be available soon and will cost £7.95.

7

NEWS NEWS NEWS NEWS

Aries the Ram
The curse of the joystick is upon you, O arrogant one. Your stars are travelling into a formation which characterises the classic symptoms of the incurable alien addict. To lift this terrible blight — try playing some adventures.

Gemini the Twins
O wonder of wonders, your horizons are indeed bright. Never have I seen such possibilities of greatness for you schizoid ones. The moon's influence is strong. Stare at it for 10 minutes tonight and then try playing Bounty Bob — hi-scores may well topple.

Cancer the Crab
My little pincered ones, you have a very confusing month ahead of you. Masses of surplus energy at the beginning of the month should be enough to allow you to type in all the games listings, Then beware, Jupiter's pull on your life will introduce a horrible feeling of lethargy. You must combat this by teaching your mother to play Pacman.
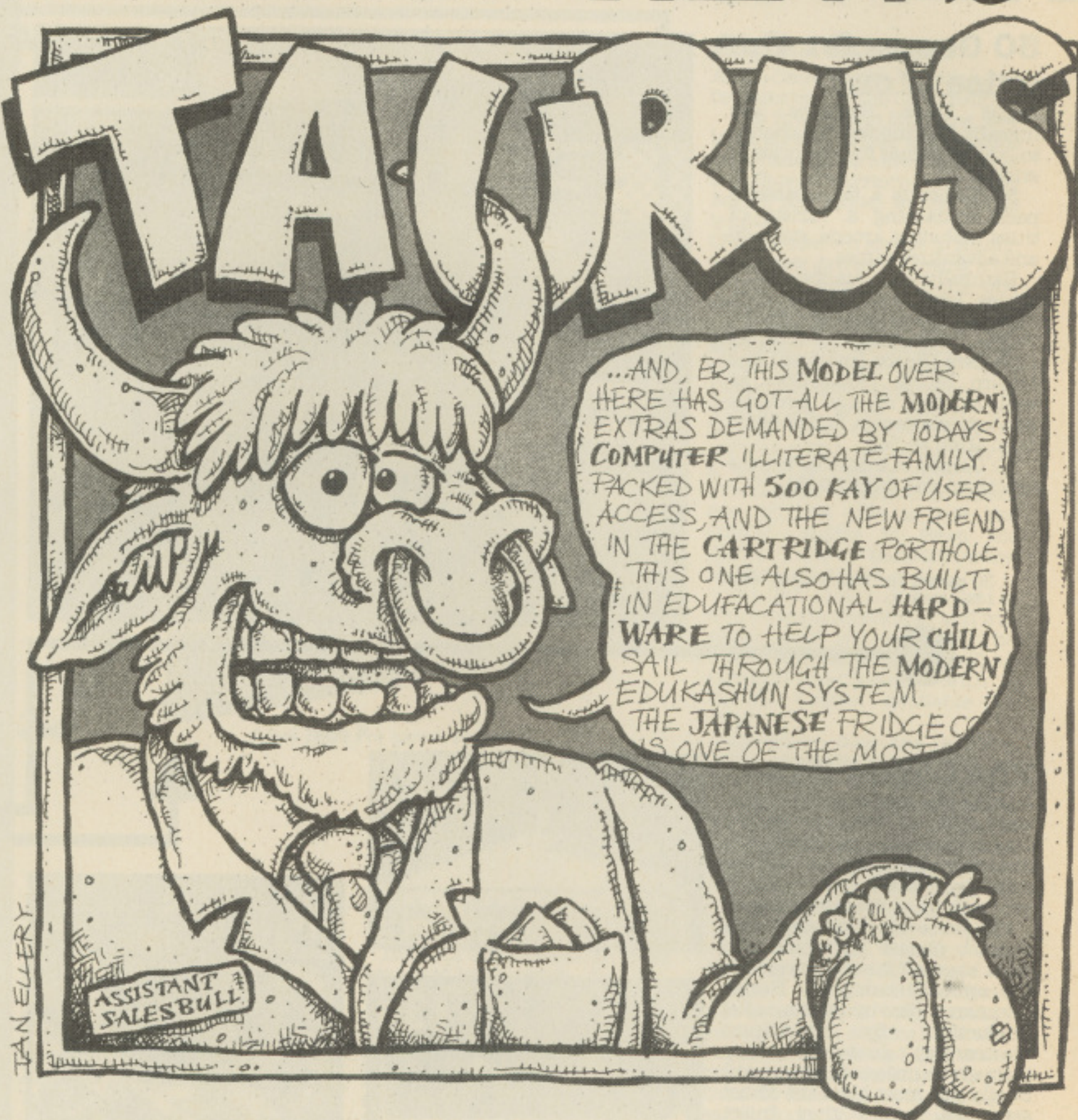
Leo the Lion
The position of Mars — the red planet of war — in your chart this month will give you a strong feeling of agression. It is not wise to indulge this since feelings of frustration may have you thumping the keyboard and throwing your joystick at your little brother — or the dog if you are siblingless.

Virgo the Virgin
Weird and wonderful patterns appear in your chart this month, my little one. Never fear, they seem to indicate that your lives will be increased one hundredfold. Bonuses galore stream down, as Pluto's dark influence works in your favour and your reflexes quicken to a superhuman degree.

Libra the Scales
You are drained and tired. You feel like a burnt out droid. Your limbs feel heavy and there are flashes before your eyes. Your mouth emits weird bleeps of its own accord and your friends have started calling you Zapman. Don't worry, this is a common occurence in people with highly developed

...AND, ER, THIS MODEL OVER HERE HAS GOT ALL THE MODERN EXTRAS DEMANDED BY TODAYS' COMPUTER ILLITERATE FAMILY. PACKED WITH 500 KAY OF USER ACCESS, AND THE NEW FRIEND IN THE CARTRIDGE PORTHOLE. THIS ONE ALSO HAS BUILT IN EDUFACATIONAL HARD-WARE TO HELP YOUR CHILD SAIL THROUGH THE MODERN EDUKASHUN SYSTEM. THE JAPANESE FRIDGE CO IS ONE OF THE MOST...

ASSISTANT SALESBULL

IAN ELLERY

intergalactic skills, Jupiter's power over you this months will enable you to cope with the symptoms.

Scorpio the Scorpion
The dark probing power of Uranus is strong for you this month. Acute flashes of intelligence characterise this stage in your cycle. Problems which have baffled you for months as you sit pouring over gothic script and hi-res picutres will suddenly seem as simple as driving a Sinclair C5.

Sagitarrius the Archer
Good morrow, O four-legged bow bearers. You seem to be hitting a peak of mental and physical fitness. Gone are the days when 10 minutes of zapping left you panting and exhausted. You will now find hidden reserves of energy which will take your joy-ick prowess to new astoundingly

high levels of dexterity. It is the tug of the sun on your birthsign which you should thank for his, consider yourself a member of an elite club.

Capricorn the Goat
Ah, my shaggy horned one, an evil influence is hovering on the edge of your sphere. It is bug-eyed and green with long spindly legs and is travelling so fast it is but a blur. Shoot to kill, it could do untold damage to your energy levels.

Aquarius the Water Carrier
Why is it that people around you feel you no longer communicate with them? Yes, I know what they are saying. You have lost contact with the real world and are perpetually wandering amid soothsayers, magicians, ogres and warriors. Try to remember that your best friend isn't really called Trog and your father is not an orc.

Pisces the Fish
Tread carefully, wet and scaley children there are strange sightings in your scope. I see burnt out chips but the egg's OK. Look out for wandering lost beings. There are many potential danger situations especially since your energy levels are perilously low. Eat a bacon butty and stick a plaster over the hole in your spacesuit.

Taurus the Bull
If your birthday lies between April 21st and May 20th then your a Tauran and well suited for a career in selling anything from computers, cars to double galzing.
   In your gaming try not to believe all your own hype as even the dullest monster just won't be interested in how many kills your sword can go without cleaning.
   Try to stay on this side of reality and those scores will rocket.

8
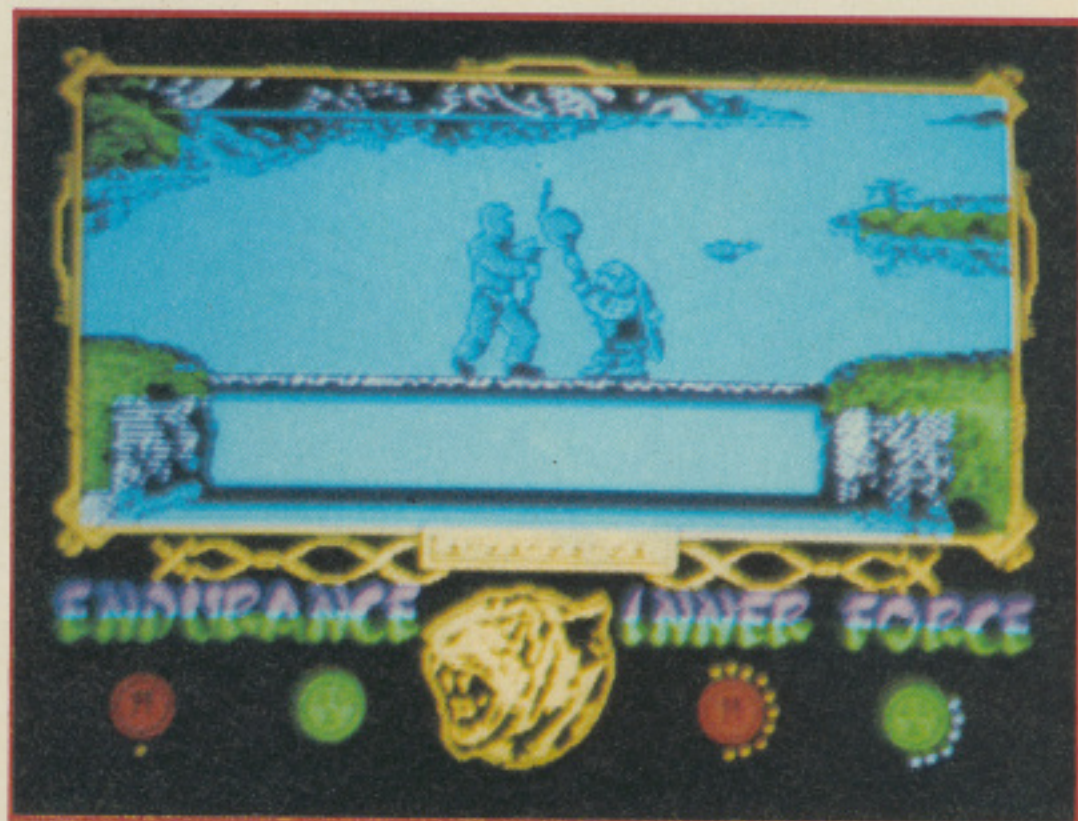
THE WAY OF THE TIGER

Pole fighting

You are the Avenger, a Ninja trained in the Way of the Tiger. As such you are a master of the martial arts and make a deadly assassin and a formidable foe to anyone that stands before you.

You are clothed completely in your black Ninja costume that leaves only your eyes uncovered so that you can see the terror that even your appearance instills in the enemy.

However, you will need all your skills and training if you are to succeed in your mission and defeat the evil forces sent to destroy you.

Ahead of you lie three challenges, unarmed combat, pole fighting and samurai sword fighting.

The game is loosely based on the series of roleplaying books, published by Knight, that are similar in style to our own 'Heroic Warior' adventures but obviously a great deal bigger and more involved. However, in the computer games the only decisions facing you are either to clobber your opponent or be clobbered by him.

As mentioned earlier, the game consists of three distinct challenges that are loaded in separately from a master program tht allows you either to practice a skill or go for broke and play them all in sequence.

Naturally practice is essential as we prepare for unarmed combat.

Combat!

The scene for the combat is an impressive 3D landscape view featuring a new 'triple scroll' technique that divides the background into three areas and scrolls them at different speeds to produce some impressive effects as your Ninja walks along. One of the scrolling areas lies in front of the Ninja which creates the impression that you're walking between objects. These include rocks, curious monoliths and animated fountains.

Unfortunately, you haven't much time to admire the scenery as your first opponent suddenly appears from out of the ground.

He's a particularly ugly character that alternates between a wraith like critter that can hovver above you and a nasty little gremlin who viciously attacks your ankles.

Luckily you have an array of punches and kicks, only a joystick move away that should quickly despatch him.

Your next opponent is even tougher as it's another Ninja.

Below the action screen are two displays showing your endurance and inner strength. Your endurance is lost as you're pummelled in battle which can bring the game to an abrupt end if it gets too low. In some cases running away may not be very Ninja like but it could give you

Unarmed combat
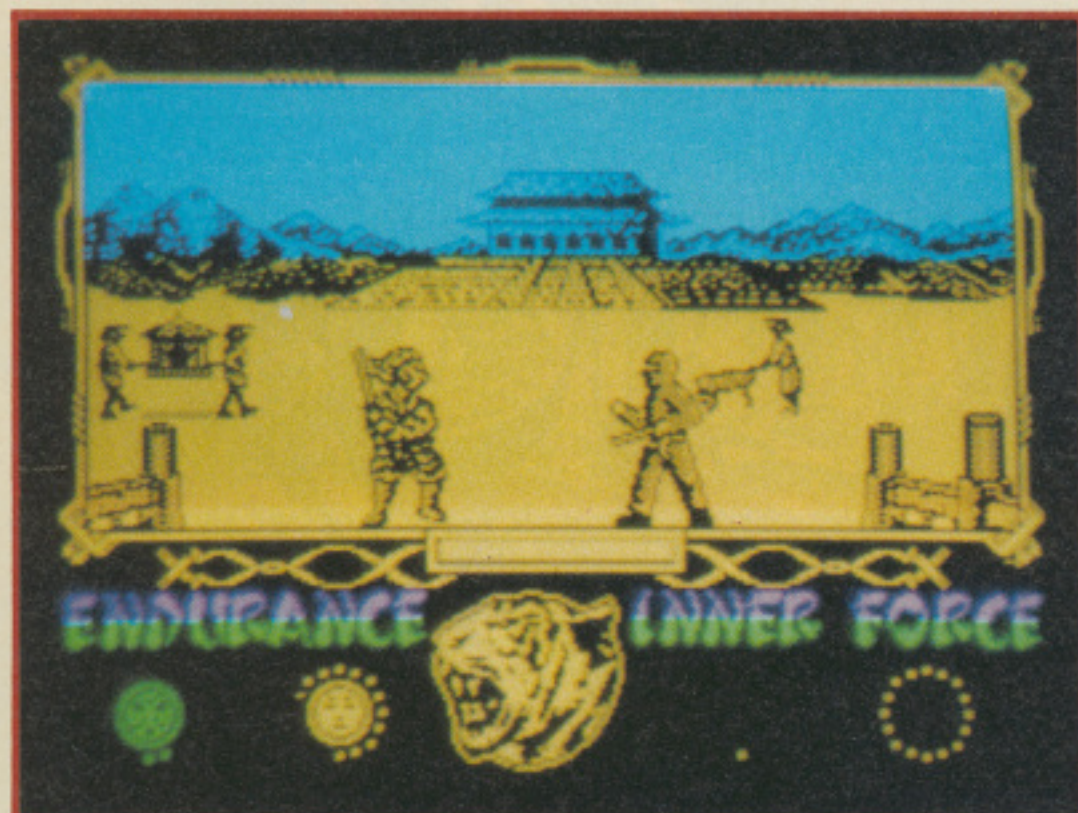
Samurai sword fighting

time to get your breath back before laying in again.

Your inner force has been built up during countless hours of rigorous training and meditation and allows you to unleash extra powerful blows. Unfortunately even a Ninja of your abilities must use this wisely.

Such an occasion may be your next opponent which is a huge horned manbeast that tries to either claw you to pieces or butt you with his horn.

Your next challenge is set on a bridge that spans a mighty fast flowing river where armed with a pole you will fight Ninja's, skeletons and dwarves.

Be on your guard at all times as you've got less room to manoeuvre and it is easy to be caught off guard particularly by the skeletons that don't walk on the the bridge from the side but instead suddenly leap out of the water!

The Ninja's are always a problem but the dwarf is worse. His lack of height restricts the moves that you can use on him while his club can easily reach some unpleasant places. The answer is to keep moving and hopefully take him out with a few low jabs.

Finally you get your feet firmly back on dry land as you take on allcomers at samurai sword fighting.

Here the punches and kicks of the unarmed combat and jabs, blocks and wallops of the pole fighting are swapped for lunges and parries and a particularly impressive overhead chop.

Graphics

Forty five different animated moves combine to create the Ninja as he punches, kicks and fights his way through the way of the tiger.

Each move is selected by pushing the joystick in any of eight directions as well as others by pressing the firebutton as well. The resulting move depends on the challenge you are currently playing. For example pushing the joystick to the right while holding down the button will result in a kick to the stomach, or a jab with a pole or a lunge with the sword. No guide to the moves is included with the game but most people have played enough kung-fu games to quickly find their way.

The opponents that you meet are fought on impressive 3D backdrops that follow your every move (even the jumps!) which adds dramatically to the appeal of the game. The sword fighting screen is dominated by a massive building but also features wheel barrow pushing, or sedan carrying locals who stop to watch you in action.

Conclusions

The Way of the Tiger is the latest in a long series of kung-fu games and as such has a tough act to follow.

The games three challenges, superb graphics and impressive animation will ensure that it is not regared as just another 'Exploding Fist" or 'Kung-fu Master'.
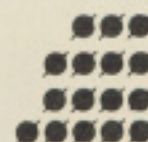
The variety of opponents sent against you will keep even tested kung-fu gamers on their toes and will send beginners back for more and more.

It's release on four machines (Spectrum, C64, Amstrad and MSX) has almost guaranteed its place in the charts, but the games quality and the value of getting three games for the price of one will ensure that it stays at the top.

Way of the Tiger is available in a twin cassette pack for Amstrad, C64, Spectrum and MSX computers from Gremlin Graphics and costs £9.95
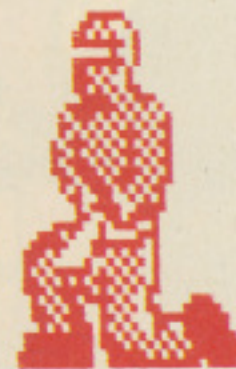
PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING

Nova

SUPER

Replay the game between the Chicago Bears and New England Patriots in Ocean's American Football simulation

The interest in football, American style, has grown dramatically in the last few years. Now courtesy of Ocean you can sample the joys of the gridiron without the padding.

The game is supplied in a twin cassette pack and contains a program tape as well as an audio tape that explains the basic rules of football so that you have at least some idea what you're trying to do when you play the game.

The game is a simulation of the Super Bowl played in January when the Chicago Bears destroyed the New England Patriots by the record score of 40-10. If you think you could do better than that then this is the game for you.

American Football

Before you can understand the game itself you will need to know the basic rules of American Football. These are explained is some detail on the games accompanying audio cassette but here are the basics. Dedicated gridiron fans should skip this next section.

US Football is played on a pitch 100 yards long which is marked off in ten yard marks, At either end on the pitch are the endzones. The object of the game is to move the ball into the opponents endzone to score a touchdown (which is worth 6 points).

There are 11 players from each side on the field at any one time although in the real game there are about 45 split into three units. The offensive unit (attack), defensive unit and special teams that are brought on to kick the ball either as far down the pitch as possible (punt) or attempt a kick between the goal posts to score a field goal which is worth 3 points. After a touchdown the scoring team is allowed to try for

an extra one point by kicking the ball through the goal posts from short range.

The offence moves the ball down field in a series of plays or set moves that might involve giving the ball to a runner such as Walter Payton or throw a short pass for more yards if it works. The yardage gained is important as the offence has four attempts, or downs, to gain a minimum of 10 yards. If they succeed they start another set of downs with another 10 yards to make, if they fail the opposition get the ball.

The defences job is simple — to stip them in their tracks so that they either don't make the yardage or force them to punt.
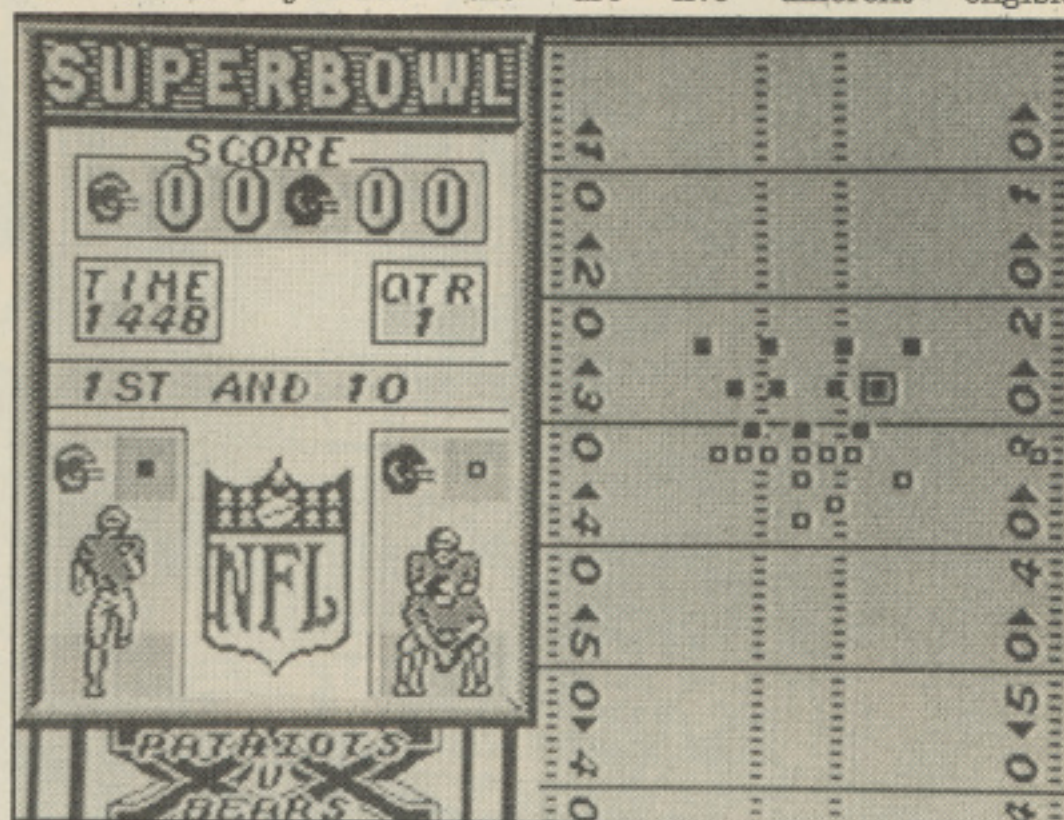
Finally the game is played over four fifteen minute quarters with a kick-off beginning each half.

Game play

Super Bowl is a joystick controlled game for either one or two players who take it in turns to decide their strategy for the forthcoming play.

The team on offence first decides the type of attack to use, run, short or long pass or kick and then selects his choice from the games menus. Each choice then leads to other submenus that are used to decide formations and elect pass receivers.

Then the defence chooses one of 4 basic defence formations and then can set up his men to mark specific players as well as selecting one to be controlled directly by the joystick.

Using this option the defence can decide to mark on a man to man basis or go for something more subtle such as pile everyone onto the quarterback or whoever happens to have the ball.

Once both sides are ready the play begins. On the press of the firebutton the ball is snapped back to the quarterback who will either run the ball or attempt to pass it to a receiver while the defence try to clobber him.

Once the play has come to a crunching end both players must choose their next moves.

The plays

The choice of plays is of course crucial in playing Super Bowl and so you should practice the available options and formations. For example, there are three different running play formations but since you control the runner yourself the

possibilities are incredible. Most will end in very little but some may break big for a touchdown.

As soon as the quarterback drops back to throw a pass the possibilities multiply considerably. Not only are there three different formations for both long and short passes there are five different eligible

Spectrum Super Bowl - the ball is snapped......

The defence is set 4-3-4 , but what will the offence do ?

14

NFL
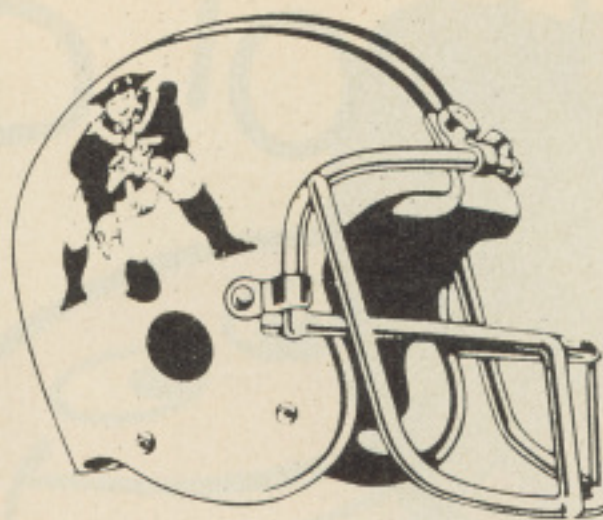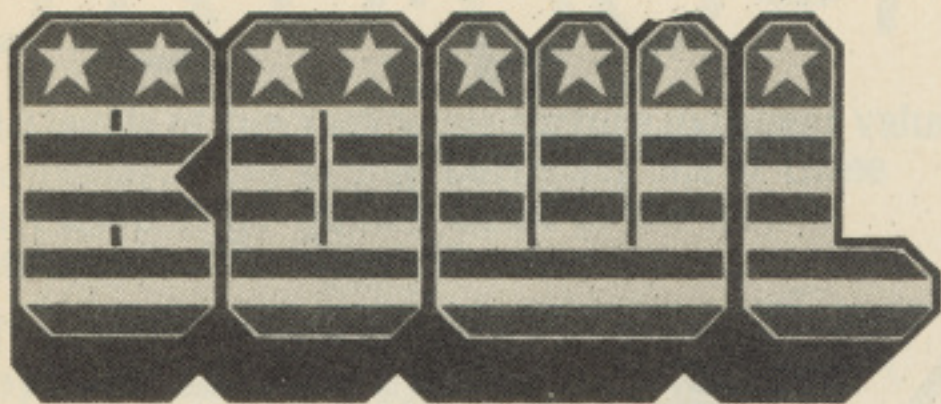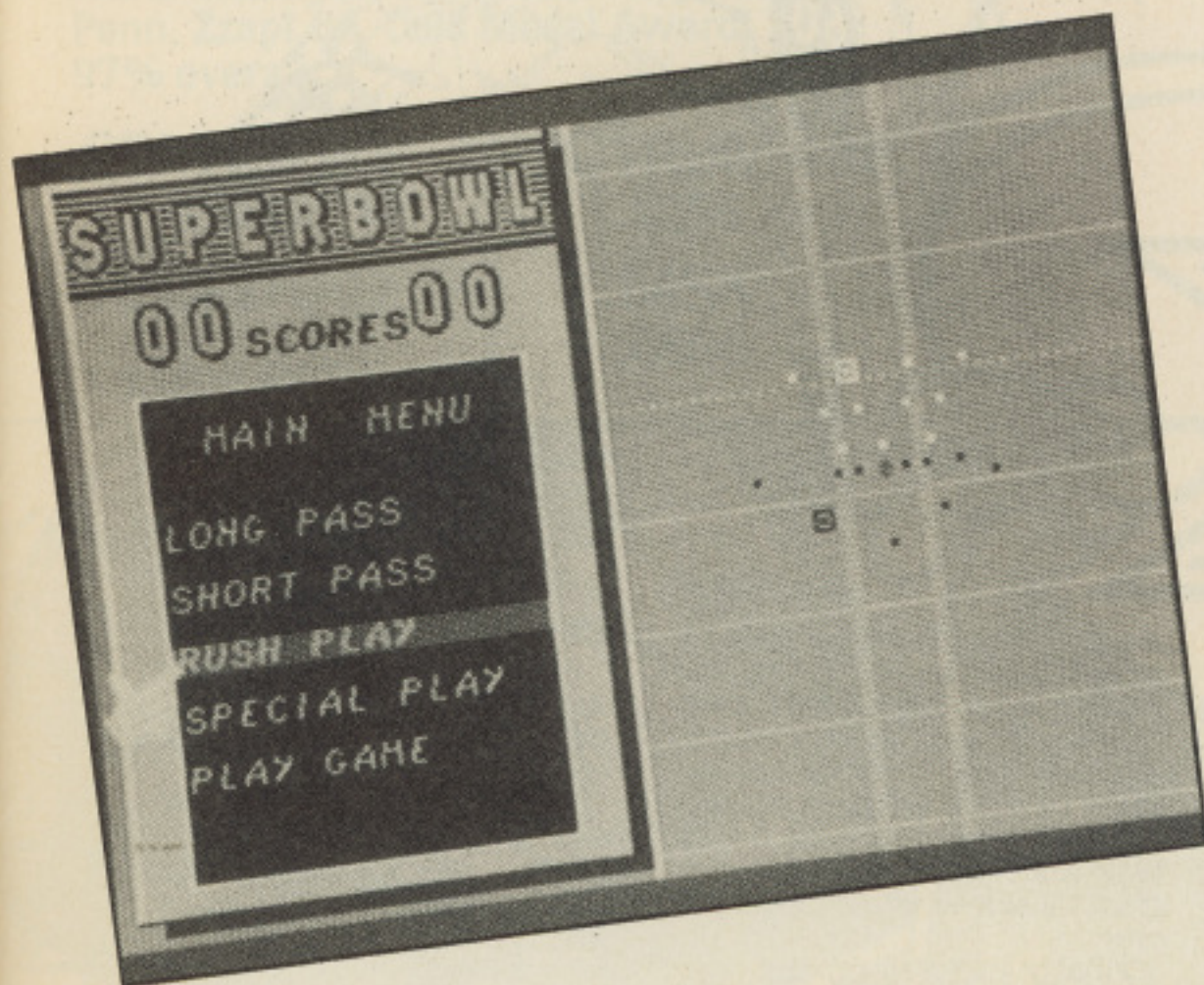
Choosing a play on the C64 version.

A long pass - but which one ?

receivers. Although one is selected as part of the play the quarterback can (if he's quick enough) change to one of the others if his first choice is marked. Finally, he can also use the pass formation as a dummy and run the ball instead.

As you can see the defence has a difficult job to not only work out exactly what the offence is up to but also how to stop them.

The defence has four basic formations to choose from ranging from a 7-1-3- formation used to pile everyone against the quarterback to either smother a pass or stop a run to a defensive 4-2-5 used to mark pass receivers.

It is important to remember that these formations are only a base to work from as you can also assign each player to mark specific offensive lineman of even the ball carrier.

The key to the defence lies with the joystick controlled player as only he can react if you find you've got the defence totally wrong. As with the offensive pass receivers, you can swap the player you control but be quick or you may end up as a spectator. You should practice using this as he's your best chance to intercept a pass by which you can turn defence into attack.

Finally, the kicking team add their own brand of tactics for you to think about. Not only when to kick but also how much power to put into it. This is important as it also controls the accuracy of the kick during field goal and extra point attempts.

The kickoff is also a time when you may consider a gamble as a short kick results in a scramble for the ball which you might win and therefore regain possession. However you may lose it and give your opponent about fifty free yards.
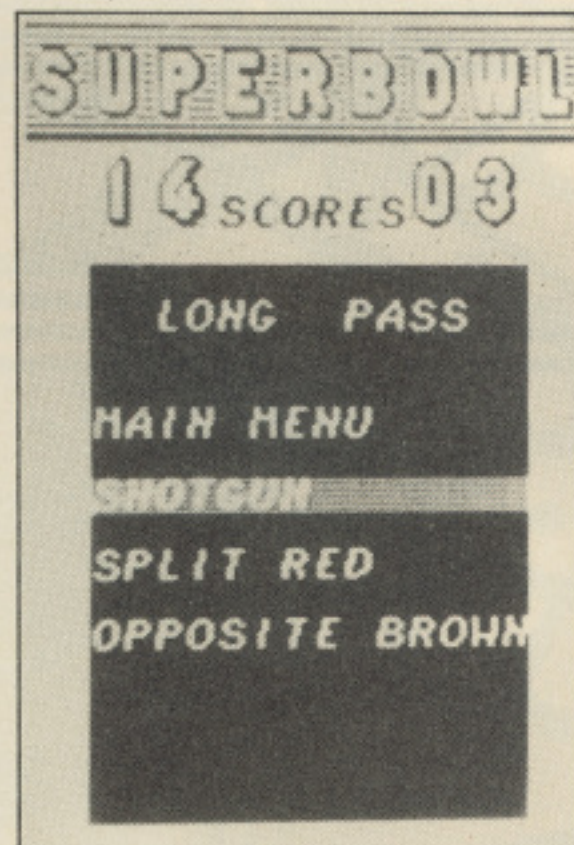
Graphics

The Super Bowl screen display is split into two vertical halves with the right hand side containing a scrolling plan view of the pitch. Here the players are represented as blue or white dots with the joystick controlled players highlighted as squares.

This is a functional display on which the plays develop as you steer your players around the field. Graphics groupies should concentrate on the other side.

Underneath the Super Bowl banner and scoreboard is an area which doubles as the play menu area as well as a graphics screen.

Before a play the players move a hand icon through the games menus to choose their offence or defence. Then during the play the
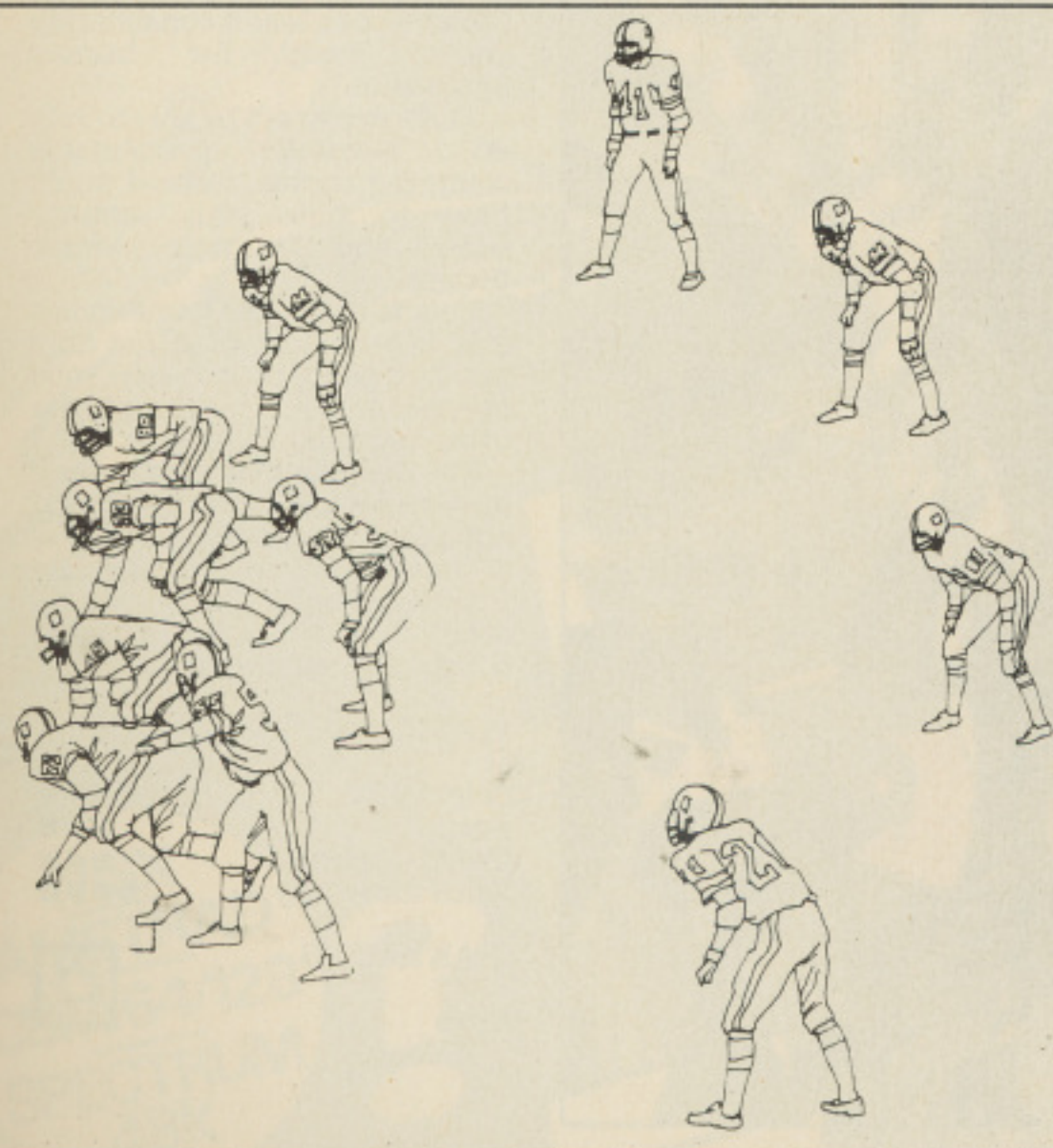
A replay of a field goal attempt.

'15
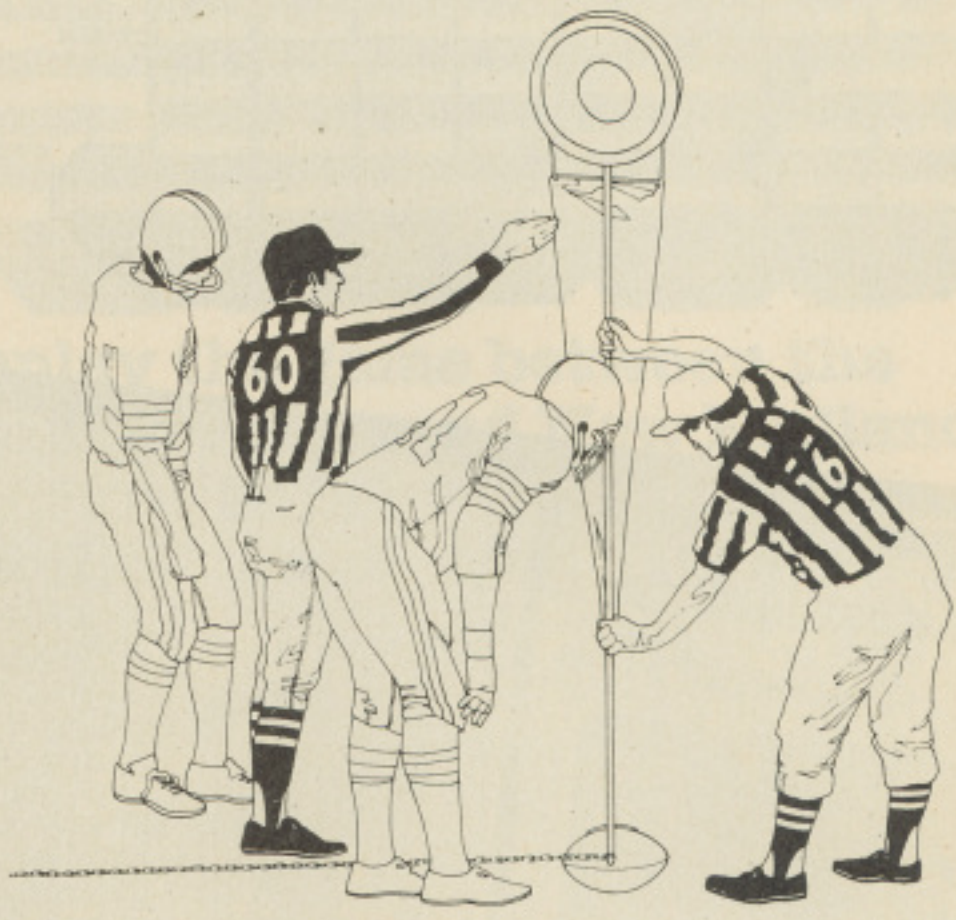
display is replaced by two TV screens which key in on the main players and follow their moves (running, throwing, catching etc). Unfortunately, you'll be too busy to watch this but don't worry as you can sit back and watch a replay on a giant TV screen when the play is over.

Finally included on the twin TV screen is a power gauge for kicking, the time left in the quarter and the yards to go. This vital information is also hsown inthe replay screen in the form of total yards gained or lost so far. Scuh as 6 yards gained — second down. Should you then lose a yard in your next play this would change to 5 yards gained — third down.

Conclusions

Super Bowl is Ocean's American Football game which promised much as it has been endorsed by the NFL.

Unfortunately early copies sent to us contained bugs that made the game almost unplayable (despite this another magazine gave this version a rave review!)

Happily the bugs have been corrected and Super Bowl has passed it's fitness test.

The game attempts to be a challenging game to both beginners and Football addicts by including in the package a tape introduction to the rules of Football as well as a one and two player game.

Although the one player game is weak particularly against the run attack, it forms a useful base on which to build your tactics. Once you can beat it consistantly you're ready for human opposition.

Then you won't be able to rely on learning predicatable computer moves, instead you'll have to tune your strategy senses and flex your joystick fingers.

This is where the game comes into ot's element with the only problem being how to stop your opponent from watching you enter your play selections.

The result is a fascinating mix or arcade and strategy which simulates this amazing sport.

Super Bowl is available for Spectrum and C64 computers for £9.95 with an Amstrad conversion coming soon.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Nova

Could you stop the Refrigerator ?

Everything that you wanted to know about Tau Ceti, but were afraid to ask. Mike Roberts puts down the robot rebellion.
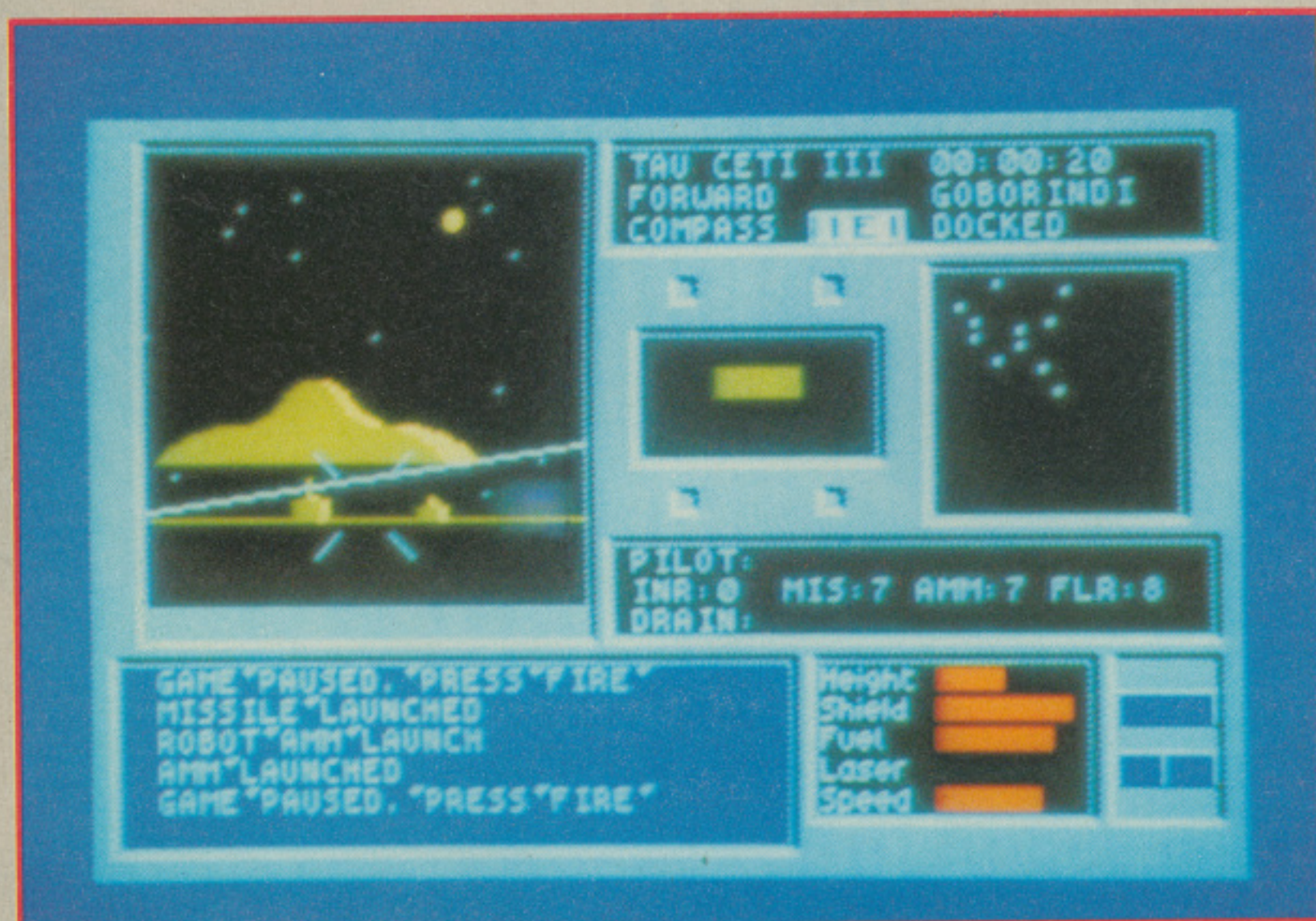
TAU CETI

Tau Ceti is the story of a planet of robots gone wrong, a planet ravaged by plague, and a young upwardly mobile skimmer pilot (you!) that is manic enough to take on a mission — collecting damping rods from all the cities around the planet to shut down the central power generator, thus killing all the robots.

From this setting you are transported into a 3D world of dynamic graphics and high-speed action. However, Tau Ceti is a bit difficult to get into initially, but with a bit of practice you can survive even the 'V. Heavy' defended cities.

First Things First

The obvious thing to say, is to go after the less heavily defended cities first, so you can boost your confidence and combat ability. When transfering from city to city slow down to minimum speed, in some of the cities, there are lots of baddies around the transporter sites and you can come into difficulties if you fly out of a transporter straight into a squadron of war robots, some fortresses or a minefield.

Minefields are particularly nasty, especially as there is no mention of them in the manual. Lightly armed cities are the most likely to have them. The appear as large dots on the horizon. soon after this they blow up and more than halve your shields — so two of these and you're dead. The defence against them is to shoot them as they appear on the horizon. You can tell if you hit them they blow up really well.

Take it Easy

As far as replenishing shields goes, remember that just sitting around doing nothing will slowly recharge your shields. So if the supply centre is too well defended sitting outside the city limits for five minutes will work wonders.

Far to the west of the planet there is a military supply centre that will fit your craft with a reserve shield. This too is not mentioned in the manual — but very useful it is. This means that when your shields go down to zero (and by all rights you should be blown up), a message appears on the screen saying 'reserve shields engaged' these replenish your shields one. Back down to zero again and you perish. Once these extra shields have been engaged they can't be renewed — perhaps they can, if you get back to where they were originally fitted. But, the last time they packed up on me I was on the other side of the planet, and wasn't going back through all that for anything.

Navigating can be a bit of a problem to begin with, though there are a few tricks. Use your compass to find the centre of the city. The centre of the city has no actual marker on it, you have to guess when you are in the middle of the city. This is important, as

it is from here that the directions to the jump pads are taken.

This lack of marker is a bit misleading, as the first few cities do have markers of some sort there by coincidence. The technique is to travel straight for the centre, when you think that you are approaching it slow down. When you are very close to the centre the compass will waver, and when you are over the central spot it will swing to one side. Stop dead at this point and you are in the middle of the city. Orient yourself towards the desired jump pad, and away you go.

Of course this only works under perfect conditions — usually if you casually procede towards the centre of a city there are dozens of horrid aliens trying to do their worst to you. This isn't really avoidable if you still need to visit the reactor station, but if you are re-crossing a city on the way back from somewhere you can avoid all the trouble.

To do this, you just have to orientate yourself properly as soon as you leave the jump-pad. When you leave a a jump-pad, you will be facing the same direction that the jump-pad is called. So hitting a 'West' jump-pad will point you west in the next city — even if you went into it from an easterly direction. Using your 'city centre direction' indicator point yourself at it.

Now that you know your position, you can find the other jump-pads by using a bit of common sense. Turn right or left (i.e. in our westerly example point north or south) and procede for a short while until you think that you are further out than the city, turn 90° left or right to point you in your original direction, and procede along that line.

If you are extremely lucky you will find a jump-pad (if one exists), in our example it will be a north or a south one. The idea being to complete a quarter of a square (or a half if you have to cross the whole city). However, most people (including me) will be rather unlucky for most of the time so you will need something a bit more solid to keep an eye on. For this we use our city centre indicator yet again. Every now and then stop the skimmer and rotate it towards the city. By noticing the position of the indicator you can work out how far you are from the city and correct your course if necessary.

A technique that can be used with the larger cities. This is simpler but takes a bit longer if the edges of the city are a bit 'crinkly'. Turn to the appropriate direction and change your view to look towards the city. Keep the city just on the edge of your view — i.e. too far away to shoot at you, but close enough to keep tabs on.

Wander aound the city until the jump-pad comes into sight.

A small point about flares. In night situations, it is difficult to fight fast moving objects. For this I always to into a combat

situation with my eyes wide open and flares. Otherwise I use infra red at all times, the sun goes down slowly and it may be too late before you notice that only the biggest objects are showing up — remember the mines earlier?

The Bigger They Are — The Harder They Fall

A final note on combat — it works just like 'Elite', reduce your speed so that your closing speeds are lower. Your guns are more powerful thatn theirs so in a pitched battle you're more likely to win.

Missiles are almost useless, as the only things that you really need them for are the more

powerful craft and fortresses that have AMMs anyway! The solution for ths is to launch a couple of them at point blank range, it then hasn't got enough time to launch any AMMs at them.

If they launch missiles at you, they are slow enough to shoot down manually, keeping your AMMs for the close up fighting where you don't have time to worry about missiles.

Tau Ceti is an excellent game that you can play for hours. This piece was written on the Amstrad version, but it should apply to the Spectrum. With luck I get the expanded Amstrad game and the expanded Commodore version soon — just don't try to talk to me for a month . . .

JUMP PADS

JUMP PADS
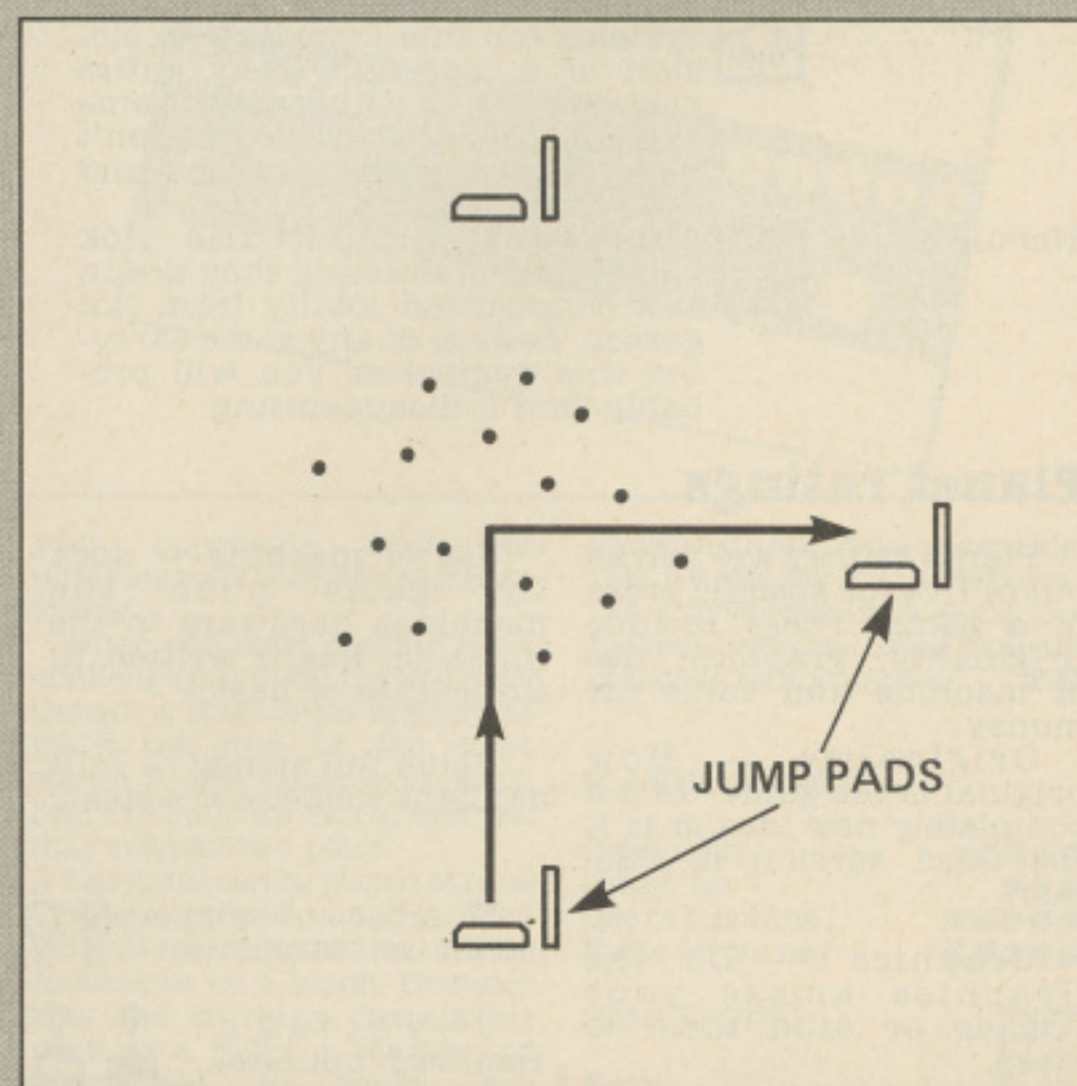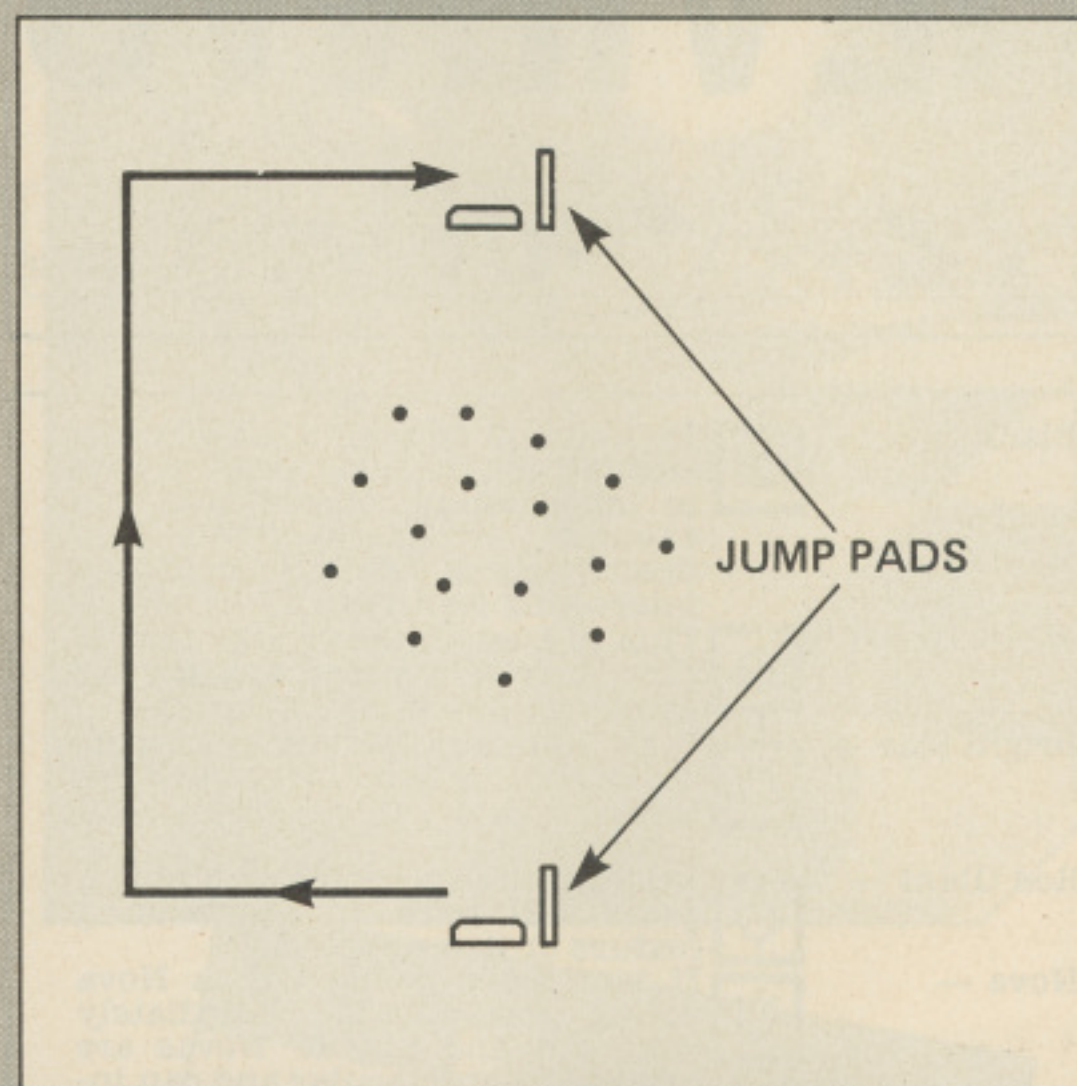
SPORTS REVIEWS

Planet ratings

|	
Black Hole —	This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features.
White Dwarf —	This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal.
Bright Star —	Like your sun, games given this description will be bright and interesting and will support intelligent life.
Red Giant —	Brighter than a bright star such a game will have an outstanding feature or game system.
Nova —	If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets.
Supernova —	This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game!
Nebula —	Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing.

Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

Originality — How original is the game? Is it a completely new idea or is it the 83rd version of Pacman.

Graphics — Do the Graphics amaze your friends or send them to sleep.

Use of machine — does the game push the machines hardware to the limits or was it written in three lines of Basic.

Value for money — Is it daylight robbery or a steal?

Number of players minimum/maximum

Joysticks required/optional.

Kung-fu games dominate the latest sporting action

Title:	Ping Pong
Computer:	C64
Supplier:	Imagine
Price:	£9.95

Based on the Konami arcade game, Ping Pong is a table tennis simulation. Your bat is suspended in mid-air by a phantom hand as you try to smash the ball past your opponent or force him to hit it off the table or into the net.

The game is played up to eleven points, not twenty-one as in the real game, The rules are also changed if the score reaches 10-10, but these are minor differences. You have a choice of shots — a defensive chop, a forehand and backhand drive and a superfast smash. The bat is positioned automatically for you — as in games such as Atari tennis — so that all you have to do is to choose how you are going to hit the ball and when. Timing affects the angle at which the ball comes off the bat.

Points are scored every time you hit the ball — ten points a time. If you win the point with a smash, a bonus of 500 points is awarded. this also applies if your opponent tries a smash and misses which seems somewhat strange. If you win your match more bonus points are awared according to your margin of victory and then it's on to the next of the five levels.

The graphics, although simple, work well with the bouncing ball especially effective. The sound effects are nothing special with a strange growl being emitted whenever you lob the ball up high. the most annoying aspect of the game though is the wait between points which slows the game right down and reduces its lasting appeal. For once the game's title is accurate. Ping Pong is may be, table tennis it most certainly isn't. **G.H.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star
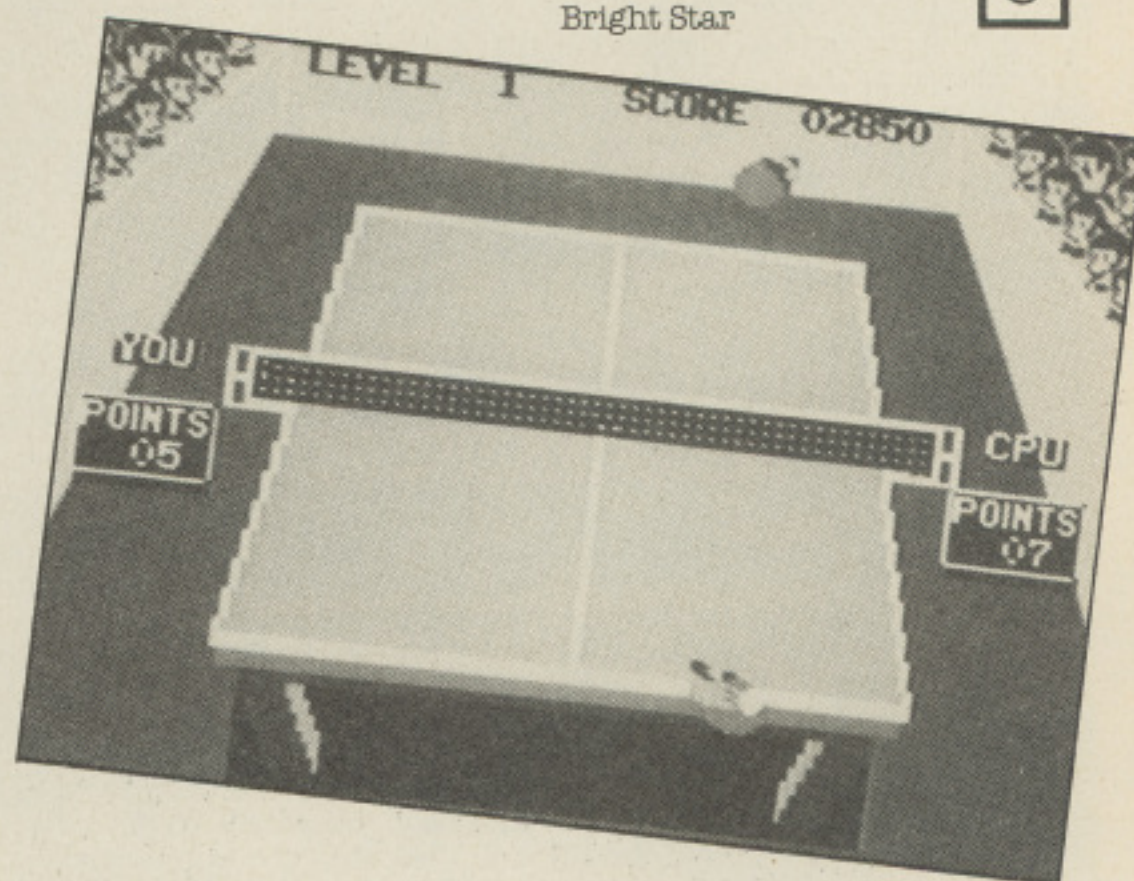
Title:	Karate Combat
Computer:	BBC Electron
Supplier:	Superior Software
Price:	£8.95

Though the Specomstrad market has been drenched with martial arts programs (see elsewhere in this issue for more), the BBC market has been a bit sparse in what seems to be the computer world's favourite sport.

Karate Combat is also Superior's first venture into the crazed Japanese maniac market, the format of the game is similar to most, in as much as there are two combatants — one of whom can be the computer. They are in the Japanese equivalent of an arena complete with a rather gross judge squatting upon high.

Your energy — or rather your penalty score is represented as a bar chaart at the top of the screen.

The judge assesses your performance and docks points from your opponent whenever you hit him. He will also dock points from you if your style is bad. This means that if you use a particular move more than a couple of times in a row, you will get your score reduced.

This is a great advance on most computer combat simulations where you can get an opponent into a particular position and then repeatedly get him with the same move until he gets zapped.

This game is very good and is amongst the best of the combat simulations that I have seen on any computer, I found this much more enjoyable to play than Melbourne House's 'Way of the Exploding fist'.

The controls are easy to master, even on keyboard control, and with a joystick it is very easy. The computer opponent is very strong and will prevent you from raising your level too easily.

this game is also very good for young kids to play. A group of 6-8 year olds got the hang of it in no time! (much to my annoyance . . .). On the whole this is a very worthwhile game and is a must for martial arts fans with Beebs.
M.R.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star

Title:	Bumo, Set, Spike-Doubles Volleyball
Computer:	C64
Supplier:	Mastertronic
Price:	£1.99

Volleyball is the latest sport to be computerised in this one ort two player game.

Each side has twoow players who have up to three touches to get the ballover the net and into the opponents court.

Pressing the firebutton swaps control between your two players who you then try to move into a point winning position.

The skill enters the game when you try to combine your players to produce the Bump, Set and Spike moves of the title. these, if they work, can leave

TEAM COMMODORE II   PAUSE   00

Title:	Ballblazer
Computer:	Spectrum 48K/128K
Supplier:	Activision
Price:	£7.95

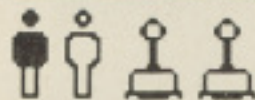Ballblazer is the sport of the future. It's fast action has thrilled the galaxy for eons and now at last Spectrum owners can join in the fun.

Ballblazer is a surprisingly simple game played between two competitors (at least one human) who pilot their rotofoils around the curved playing surface in an attempt to score points by firing the plasmorb (ball) through the opponents goal.

This isn't going to be easy as the plasmorb is fired into the area at high speed in between the two rotofoils travelling on a collision course. Should you manage to break free you can try a shot at goal. Unfortunately this also moves following a path along the baseline.

Now the big decision. do you make sure from close range and score only one point or do you try from a distance for two points or even attempt an 'over the horizon' shot for three.

The early points are crucial as Ballblazer gets even harder as the game goes on as the goals get smaller every time you score — so make those early shots count.

Ballblazer was originally released for the Atari and was folowed by a C64 version and now finally two Spectrum versions.

The standard 48K version is a good likeness of the original but has sacrificed some of the pretty graphics to retain the speed and it even tries to bleat out the addictive theme known to all ballblazers which is improved dramatically on the 128 version

A good conversion of an excellent game.
T.H.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Nova
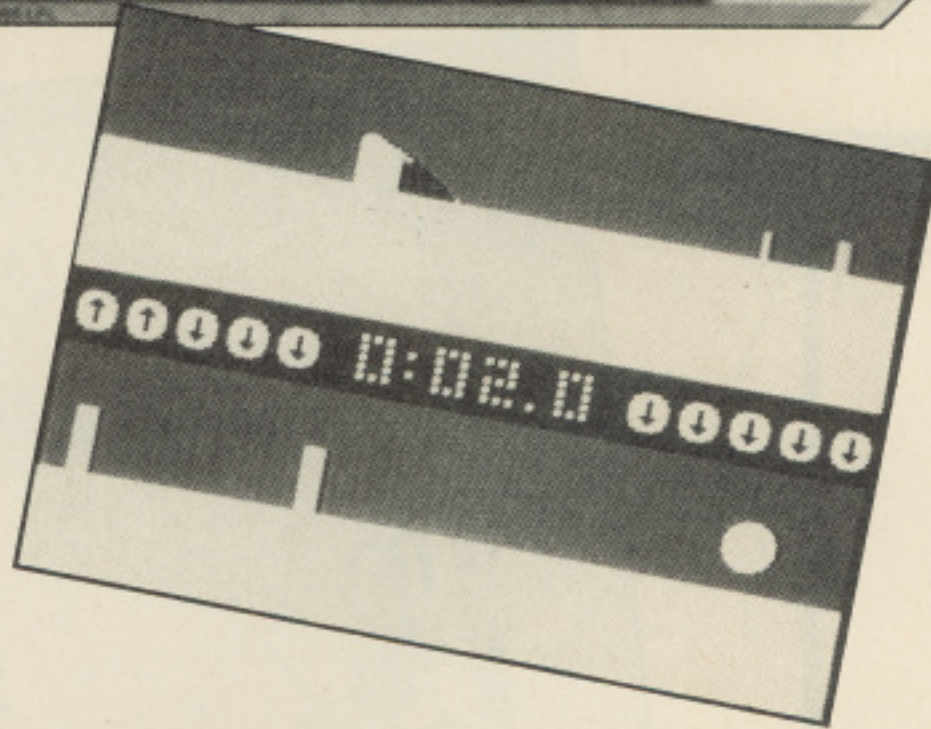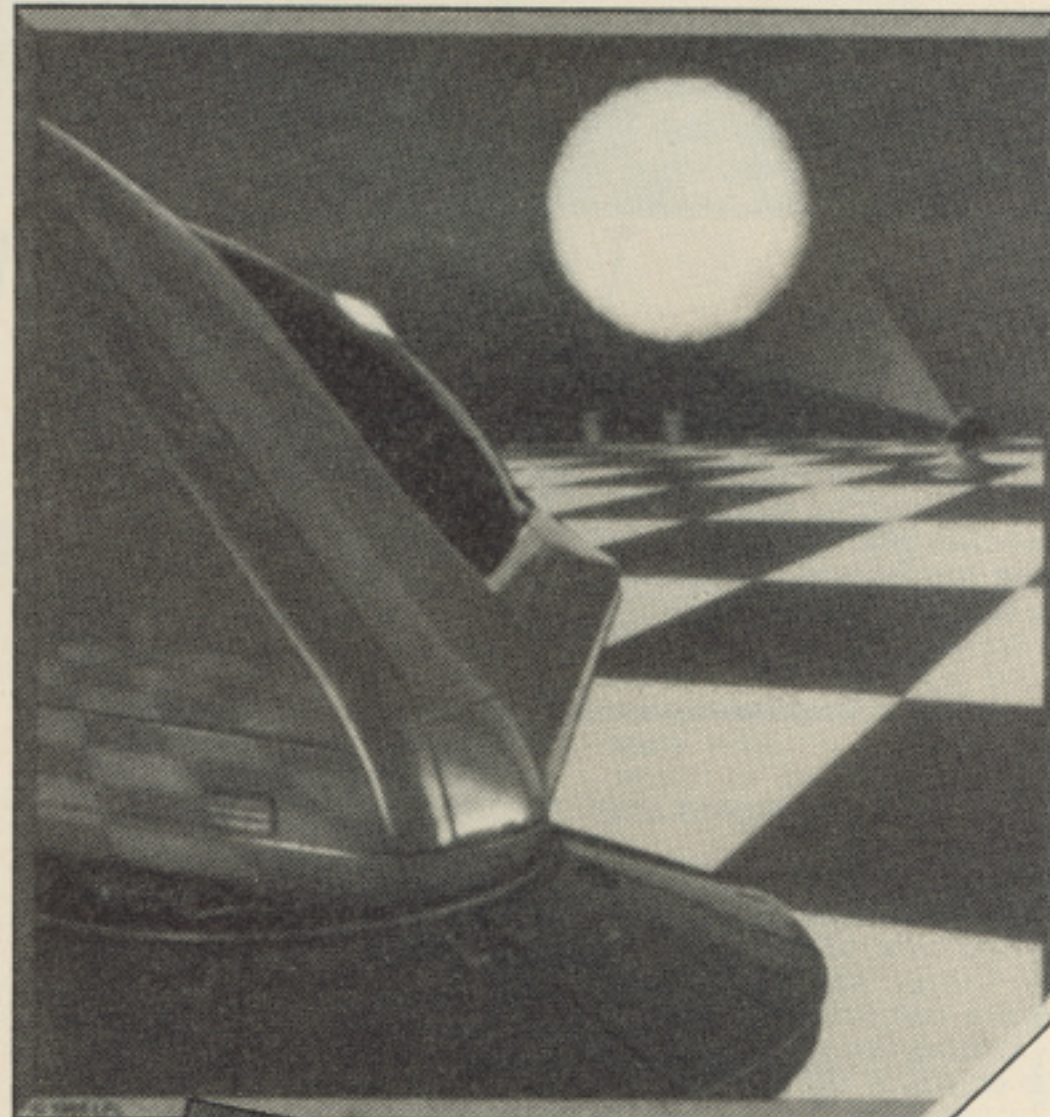
your opponents dead but unfortunately they can easily go wrong.

When you start playing it's a challenge just to hit the ball even though a large cross appears to mark the spot on the court where it will land, soon you'll begin to build up moves and you may even score a point!

The game can be played at nine different speeds ranging from difficult to impossible either indoors or on a beach. However this has so many distractions such as a radio, a background guaranteed to make you

crosseyed and even a water skier that it's strictly for the experts.

A marvellous little game that makes a welcome break from the standard tennis games.
T.H.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Nova
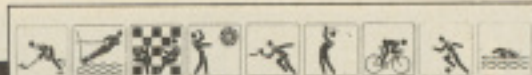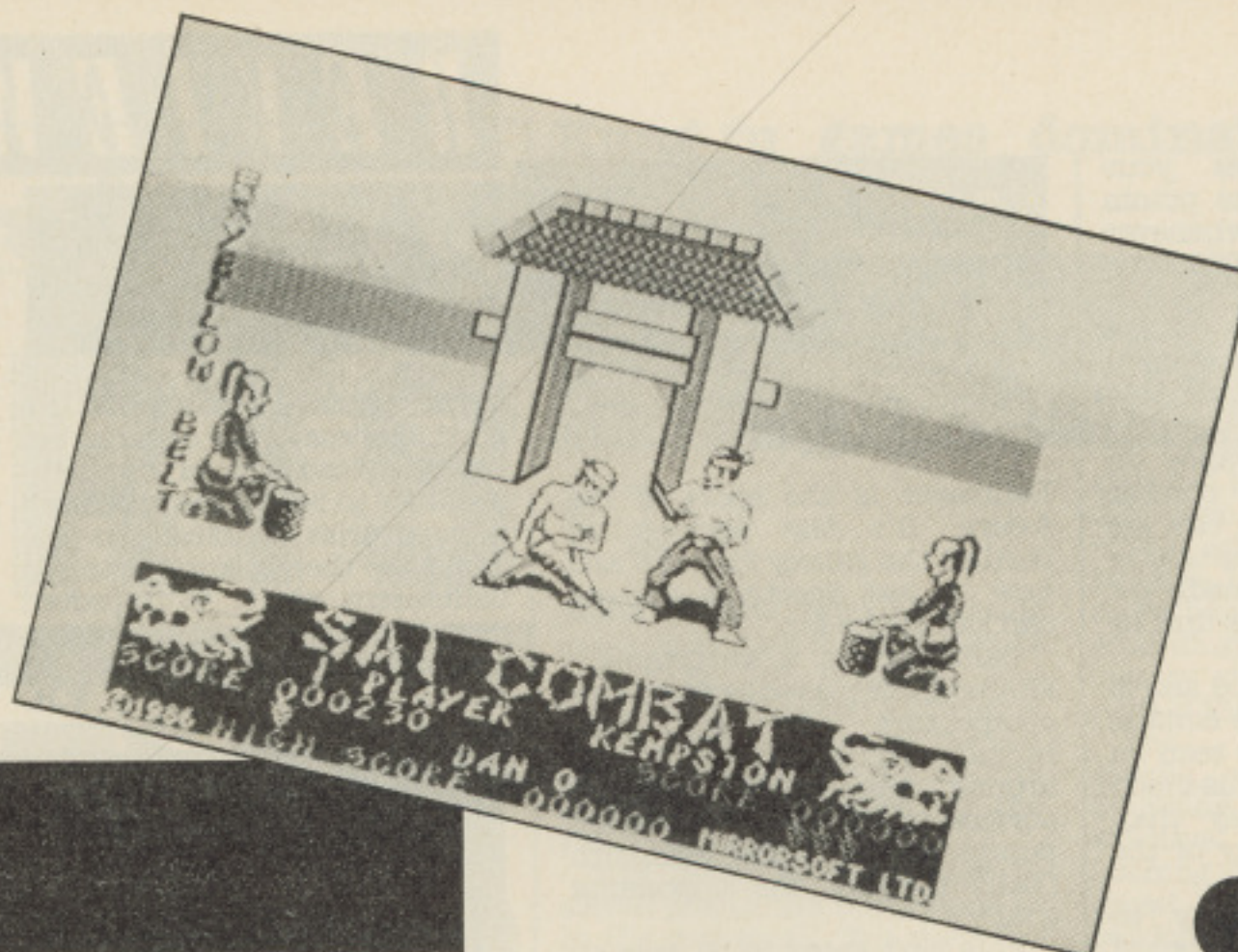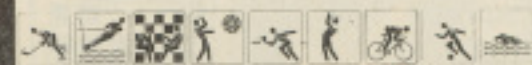
Title:	Sai Combat
Computer:	Spectrum
Supplier:	Mirrorsoft
Price:	£7.95
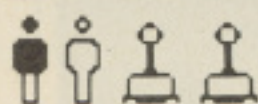
Sai combat is based on the ancient martial art of Sai karate where the Sai weapon is used to beat up your opponent. This is a twist to the normal martial arts game where you are restricted to kicking him where is hurts to bring him down.

As far as the game goes, you use the joystick in the same manner as a hundred other combat games — move stick with no fire button to move, press fire and move joystick and you strike a blow.

As well as using this great piece of wood to bludgeon your opponent, you can do all the other things that homicidal Japanese computer characters do — kicking and sweeping.

The object of the game is to work your way up the various levels to become a Sai master, This is done by defeating an opponent at each level, points are awarded for each blow. A certain number of points will cause a fall, after a number of falls one of you will lose, and you progress onto the next level.

The graphics are quite reasonable, and the animation up to standard. I found the gameplay a bit boring after while, as on the lower levels, identical repeated blows will dispose of an opponent quite swiftly — all you have to do is to find the right type of kick and you are away.

Apart form the slight change in tack with the introduction of pickaxe handles for both beligerents, this game is no better or worse than a million other martial arts games.

Mirrorsoft has to be congratulated though on finding a martial art that no-one else seems to have dug up though — hence one point for originality (more than they would have got otherwise). One day software houses will direct some of their vast resources to producing really original games, with luck and avoiding smoking, I should still be around then . . .

M.R.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money
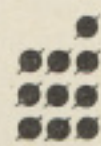
STAR RATING

White Dwarf
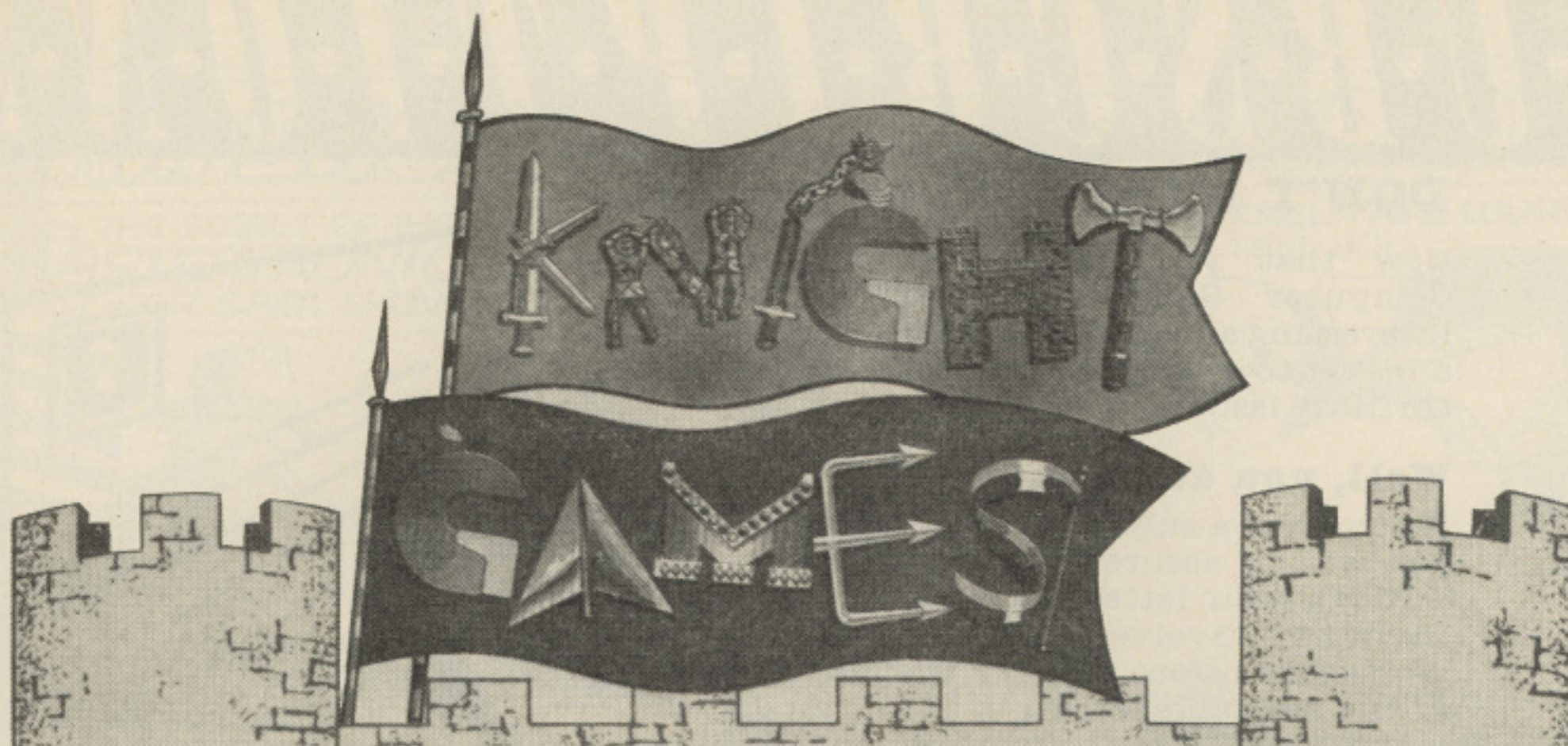
KNIGHT GAMES

COMPETITION

50 copies of Knight Games to be won in our easy to enter competition.
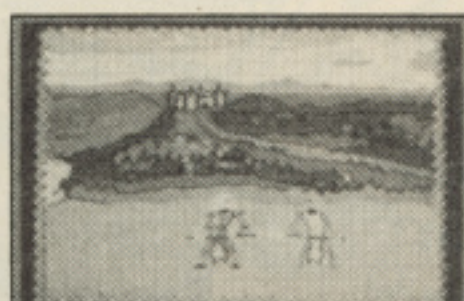
Knight Games, the medieval sports game from English Software, is to be released soon for the C64 and Amstrad computers. Here is your chance to get your copy by entering our competition.

The game gives you the chance to become a Knight and beat the living daylights out your opponents at 8 events including sword, axe, ball and chain and pike fighting as well as demonstrating your skill at archery and crossbow shooting.

How to Enter.

All you have to do to enter is design a Knight Games coat of arms that best represent the atmosphere of the game.

Once you have decided your basic design draw it in on the blank shield by the entry form and send them both to
Computer Gamer (Knight) Competition,
No. 1 Golden Square,
London W1R 3AB.

All entries must reach us by May 31st and please remember to indicate which version of the game you would like if you're lucky enough to win one.

Bonus.

As an added bonus the best shield design will be made up as a coat of arms and presented to the winner. So start designing now!
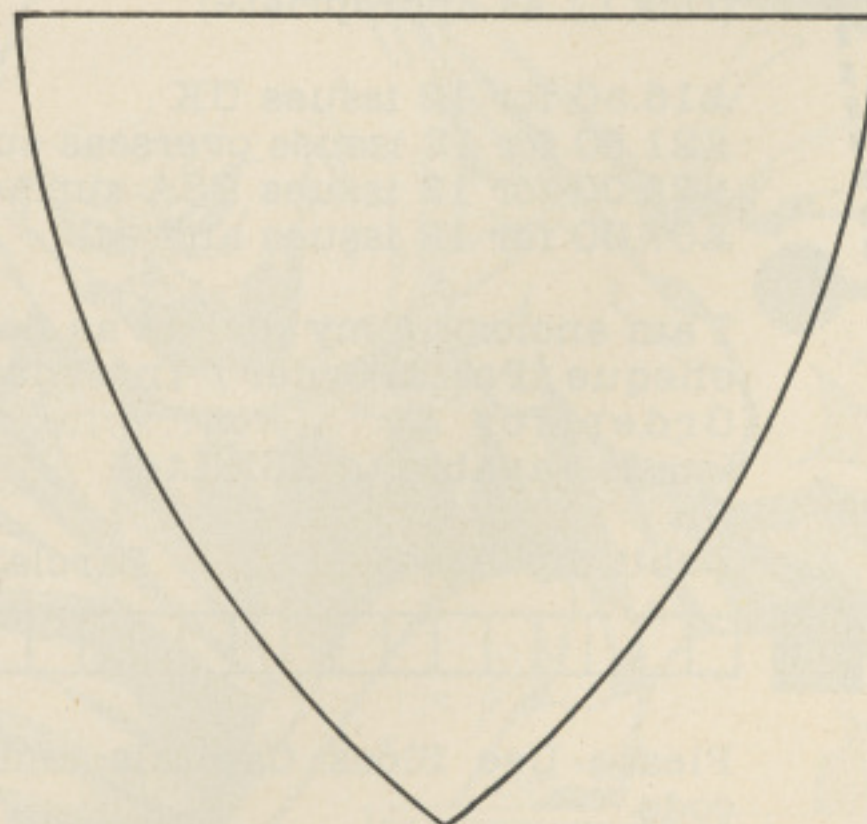
Computer Gamer (Knight) Competition, No. 1 Golden Square, London W1R 3AB.

Name ....

Address ....

....

....

If I win I would like a C64/Amstrad version of Knight Games

S·U·B·S·C·R·I·P·T·I·O·N·S

DON'T MISS OUT!

Now that you have read this issue of Computer Gamer and you know how interesting and invaluable it is, wouldn't it be a crime to run the risk of missing a single thrilling issue?

Well, you don't have to!

If you order a subscription to Computer Gamer you will be assured of receiving every issue through your letter box each month without the worry involved in rushing to your local newsagent before all your friends have nabbed the available copies.

Simply fill in the coupon and send it in with your remittance and sit back and wait for thrills and excitement to come directly to you!

Subscription Order Form
Cut out and send to:
Computer Gamer
Infonet Ltd.,
Times House,
179 The Marlowes,
Hemel Hempstead,
Herts. HP1 1BB.

Please commence my subscription with the very next issue.

Subscription Rates
(tick ☐ as appropriate)

£16.60 for 12 issues UK ☐
£21.50 for 12 issues overseas surface post ☐
£28.00 for 12 issues USA surface post ☐
£57.00 for 12 issues airmail ☐

I am enclosing my (delete as necessry) cheque / Postal Order / International Money Order for £..
(made payable to ASP Ltd)
OR
Debit my Access ☐   Barclaycard ☐

[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

VISA

Please Use Block Capitals and include post code

NAME (Mr/Mrs/Miss)...

ADDRESS ....

....

.... POST CODE...................................

SIGNATURE..

DATE...

SAM SHOVEL AND THE TAPES OF TERROR PART 2

DOES THE SECRET OF THE MISSING **MASTERTRONIC TAPES** WAIT FOR **SAM SHOVEL**... OUTSIDE THE DOOR?

I AM **WURM** MISTER SHOVEL—**TAPE WURM**. MY MASTER SEND ME TO TELL YOU "LAY OFF THE CASE"

RIGHT, *MAGGOT PUSS*, BUT FIRST TELL ME WHO IS YOUR BOSS AND WHERE ARE THE *MASTERTRONIC* TAPES?

I NO TELL YOU 'BOUT MY BOSS BUT I TELL YOU 'BOUT THE TAPES....

I EAT THEM MASTERTRONIC —ONLY DA BEST!

YOU **ATE** THOUSANDS OF TAPES! WHAT WITH SUCKER? YOU GOTTA MOUSEHOLE FOR A MOUTH AND NO TEETH!

WRONG!!

NOW I TAKE YOU TO MY MASTER—HE TELL YOU WHY HE SEND ME AGAINST MASTERTRONIC, THEN HE TELL YOU HOW YOU GONNA *DIE!*

CONTINUED..

All entries to our on-going hi-score competition should be on the most recent form and only one entry per person per form. All entries should be witnessed and forms must be filled in correctly.
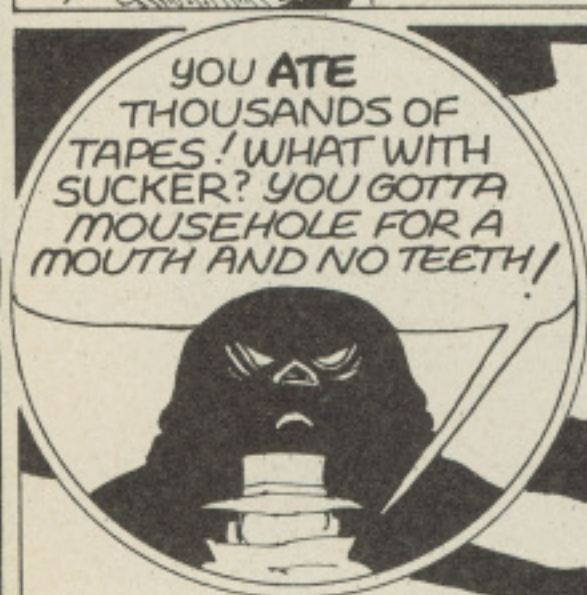
In the comments section you can include any points that you would like to make about the game, how you did it, a hint perhaps. The best hints will go into our main hints section.

All entries, as usual, to:

**Computer Gamer
Hi-Score
Argus Specialist Publications
1 Golden Square
London W1R 3AB**

Good luck . . . .

HI-SCORE

HI-SCORE COMPETITION CHART

Game	System	Scorer	Score
Action Biker	C64	Craig Jones	243548
Action Biker	Atari	Nigel Clarke	237462
Chuckie Egg	Spectrum	Ian Harrison	3021010
Chuckie Egg	Electron	Simon Popplewell	579600
Chuckie Egg	BBC	Andrew Neck	2554960
Chuckie Egg	C64	Brian Clarke	215030
Knight Lore	Spectrum	A Parkinson	98%
Hyper Sports	Spectrum	David Stein	415980
Hyper sports	C64	Terrence Nichols	131600
Pole Position	Atari	Dominic Anderson	136650
Pole Position	Spectrum	Denis Bicheron	63800
Pole Position	C64	Jason Peterson	149670
Pole Position	BBC	David Brown	123350
Elite	BBC	D Codrington	13437772
Elite	Electron	Craig Burbridge	1100476
Elite	C64	Jason Kennedy	428957315
Elite	Spectrum	Gavin Sneddon	51000
Bruce Lee	Spectrum	Sam Swift	6000000
Bruce Lee	C64	Keith Nicholson	1185650
Dropzone	Atari	Stephen Lakey	1140230
Spy Hunter	Spectrum	Andrew Cooper	5276095
Spy Hunter	C64	Chris Beckett	202625
Who Dares Wins II	C64	Julian Bryant	112550
Raid Over Moscow	C64	Lee James	225900
Zalaga	BBC	Paul O'Malley	15007810
Frak!	BBC	Paul O'Malley	20000200
Frak!	C64	Gary Hodgkiss	99500
Beach Head	C64	Noel Reynolds	866000
Beach Head	BBC	Glenn Chegwidden	295600
Starquake	Spectrum	Leif Findlay	217671 (70%)
Blue Mas	Atari	Hakan Akbas	3440
Zaxxon	Atari	Simon Jones	199130
Zaxxon	C64	Simon Jones	216650
Chop Suey	Atari	Alan Wheatley	185750
Sabre Wolf	BBC	Andrew Maskery	301450
Exploding Fist	C64	Simon Johanessen	214000
Exploding fist	Spectrum	Karl Winterbottom	538200
Exploding fist	Amstrad	Jan Larsen	55200
Yie Ar Kung Fu	C64	Lee James	711071
Yie Ar Kung Fu	Amstrad	Derek Bailey	1106800
Yie Ar Kung Fu	Spectrum	Paul Mahon	2750000
Yie Ar Kung Fu	BBC	Ian Cameron	772100
Yie Ar Kung Fu	Electron	Colin McGowan	757100
Commando	C64	Steve McDonald	9507500
Commando	Spectrum	James Allen	128450
Supertest	Spectrum	Tony Higgins	36250/56741
Soul of a Robot	Amstrad	R Messenger	83%
Repton 2	Electron	Simon Popplewell	6009
Highway Encounter	Spectrum	David Houston	41030
Bounty Bob Strikes Back	Atari	Hakan Akbas	46270
Manic MIner	Spectrum	Matthew Bean	18658
Jet Boot Jack	Atari	Chris Beard	54000
Chop Suey	Atari	Giancarlo Massironi	533630
Rambo	C64	David Jones	305750
Hunter Patrol	C64	D Jolley	22400
Transformers	Spectrum	Kevin O'Kelly	452715
Gyruss	C64	John Chasey	335250
Mr Lee	BBC	Wyndham Townend	163350
The Eidolon	Atari	Aaron Hardwick	19499

Send to: Hi-Score, Computer Gamer, 1 Golden Square, London W1R 3AB

Full Name ....

Address ....

....

....

Telephone ....

Age ....

Game ....

Score ....

Machine ....

Comments ....

....

Signed ....

Witness ....

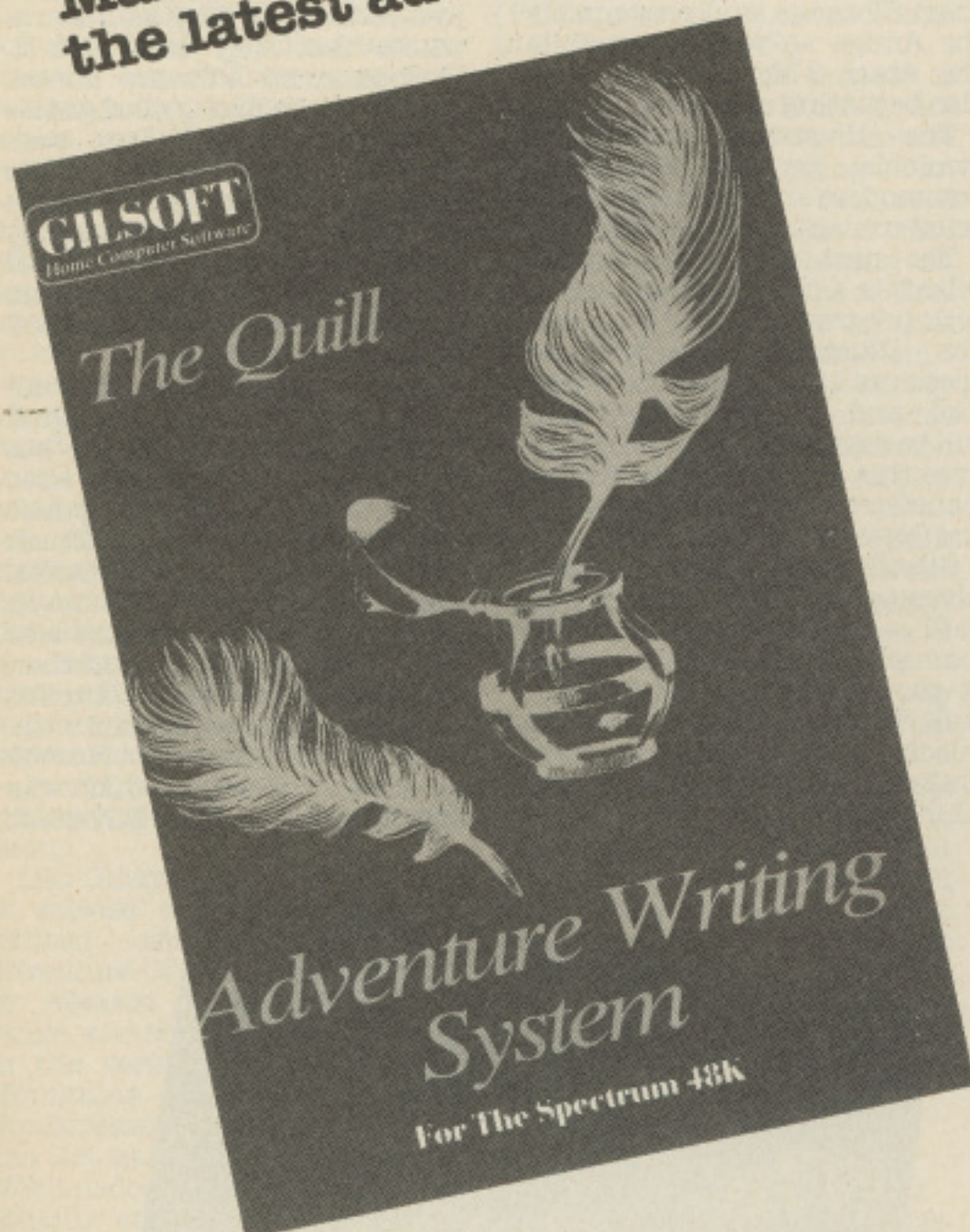Membership Number ....

(If not applicable, why not?)

THE TROLLS TAVERN

Martin Croft tracks down the latest adventure news

Funny things have been happening in the adventure world over the last few months, which seem to suggest that all is not well with the traditionalist fraternity.

Adventure International UK has gone into liquidation; Scott Adams games will be distributed in this country by US Gold. The people who used to form A1 UK have apparently formed a new company, Adventuresoft. What's happened to the A1 UK games that weren't licenced from Scott Adams (Gremlins and the Robin Hood games, both with great graphics by Tiaman Irmak) I don't know.

And Infocom, remember, brought out the Hitch-Hiker's Guide to the Galaxy game, partly written by Douglas Adams himself. They also had a wide range of other really tough adventures, which were unfortunately rather over-priced for the UK market — they tended to cost about £30, except for half a dozen that Commodore UK put out for the Commodore 64 at £12.99. These sold pretty well, so if Activision bring out the whole range at a similar sort of price, they could be on to a real winner. Only problem is, they're all on disk, but there just maybe a chance of Spectrum conversions.

Anyway, musings on the state of the industry over here led me to wonder what was happening to the two companies which produced high quality build your own adventure programs — Gilsoft and Incentive. So, trusty reporter that I am, I gave them both a ring.

Gilsoft must be one of the longest lasting software houses around, which is rather impressive considering they've only really released two major programs, The Quill and The Illustrator.

ISLE OF TERROR

by Gordon Hamlett

Welcome to another Heroic Warrior Adventure! All you need to play is paper, pencil and six sided dice. Make your decisions and follow the numbered paragraphs as directed. Combat is resolved as follows: every creature has two numbers, a strength rating and some life points represented in the text as SR/LP. Roll one die and add it to your SR. Now do the same for your opponent. Whoever has the **lower** score loses that particular round and subtracts 2 life points from their total. When the total reaches zero, the character dies. You start with an SR/LP of 7/20.

All through your life, you have suffered at the hands of your elder brother, the evil Sir Rupert. You are now in desperate straits. As a final chance, you mortgage everything you own and hire a ship and a crew and set sail in search of the lost treasure of Captain Blackbeard — a pirate who roamed the seas a century ago. After two years on the high seas, you have sailed to the Isle of Terror where it is rumoured the treasure is hedden.

Go to — 19

1. Poison! You are lost in the marshes.
    To go N — 40
    To go S — 14
    To go E — 47
    To go W — 7

2. As you pick your way through the boulders, you disturb a huge crab. It has an SR/LP of 8/9.
    If you win — 21
    If you lose — 3

3. Your quest has ended somewhat prematurely. Unfortunately your family will now be at the mercy of your elder brother — the evil Sir Rupert.

4. The chief looks into the mirror and is amazed — he can see someone that looks just like him! He shows it to the rest of the tribe who jump up and down with delight. They let you go and hold a feast in your honour. With more sign language, they explain that you will need to find a cave which is blocked with a large boulder. As a token of their thanks, they give you a large iron stake which will act as a lever.
    Go to — 32

5. You insert the coin and look through the telescope. There is a hill in the distance covered in palm trees and other foliage. Through a trick of the light and the way the leaves are arranged, you can see what appears to be the shape of a large '3' cut into the greenery. In the foreground is a sign that reads 'Danger Quicksand'.
    Go to — 15

6. The cliff is less severe here and you could probably scramble down. At the bottom in the sea there is what appears to be a wreck of a ship.
    To go down — 23
    To go up — 46

7. Poison! The marshes give off noxious fumes. Every time you enter a marsh location, subtract one life point. do you have a map of the marshes?
    Yes — 29
    No — 35

8. You are on a grassy plain which is somewhat soggy underfoot. Paths lead in all directions. To the east, you can see a sign but are unable to make out what it says.
    To go N — 34
    To go S — 32
    To go E — 18
    To go W — 46

9. On the table is your trusty cutlass. Add two to your SR. There is also a poison antidote — one dose only.
    Go to — 19

27

ISLE OF TERROR

10. You are in a small store room. A large octopus that has made its lair there objects to your presence and attacks you. It has an SR/LP of 8/10. You can hold your breath for three combat rounds but after that, you lose one life point every combat round as well as any damage the octopus does.
If you win — 37
If you lose — 3

11. Poison! You are lost in the marshes.
To go N — 1
To go S — 14
To go E — 52
To go W — 47

12. With much grunting and heaving, the boulder gradually shifts. In front of you is the lost treasure of Captain Blackbeard. Your fortune is made and you and your family will never want for anything again.

13. You gulp as they use it to chop up some vegetables which they throw into a large pot indicating that you should follow . . .

14. Poison! You are lost in the marshes.
To go N — 40
To go S — 17
To go E — 47
To go W — 7

15. You are on the cliffs. There is an old brass telescope here.
To examine the telescope — 30
To go N — 46

16. You are at the wreck. All that is above the surface of the water is a broken mast but the vessel seems reasonably intact down below.
To go down — 25
To swim ashore — 21

17. Poison! You are lost in the marshes. Every time you enter a marsh location subtract one life point.
To go N — 52
To go S — 1
To go E — 47
To go W — 36

18. The sign reads 'Danger Quicksand' and you discover that its warning is genuine. You are already up to your knees and sinking fast. It is not a pleasant way to go . . .

19. You start off on board deck of your ship which is anchored off the coast of the Isle of Terror. Your crew, who had to be forced to come on this trip, steadfastly refuse to go ashore. There is a small rowing boat which you can use and some stairs leading below deck.
To go down — 9
To go ashore — 27

20. There is nothing much here apart from a few rotting garments. Just as you are about to leave you notice a small hidden door.
To open the door — 10
To go back — 25

21. You are standing on the edge of the island with waves lapping at your toes.
To swim to the wreck — 16
To climb the cliff — 6

22. You are outside a large cave which is blocked by a huge boulder.
To examine the entrance — 33
To go back to the marshes — 39

23. You are at the bottom of the cliff and can see the wreck about 100 yards out to sea.
To investigate the wreck — 2
To climb up the cliff — 6

28

I suppose it's possible there are some people out there who've never heard of either; The Quill can be used to create fairly sophisticated text adventures, and The Illustrator is a graphics creator that 'bolts-on' to it.

Tim Gilbert, one of the people who runs the company from headquarters in South Wales, filled me in on what was going on. By the time you read this, a version of The Quill for the BBC will be available. On cassette, it will also run on the Electron, and on disk it will work on the BBC B+, 128K and Master series.

Gilsoft is also working on a Quill for the QL, and Tim says that once that's finished it should be easy to port over to the Atari ST range, and presumably the Amiga as well. Meanwhile the Atari 8-bit machines will also be getting a version.

The Illustrator, which is available for the Spectrum, Commodore and Amstrad, is also being converted for the BBC.

The next major project for Gilsoft is a combined version of both programs — The Quill and The Illustrator — for the Spectrum 128. This will be in one load, and the various options will be integrated into one menu. Once this is completed it will be transferred to the 128K Amstrad and Commodore machines.

Gilsoft also released various adventures, written using The Quill — some the Gilberts wrote themselves, others were sent in by people who had bought The Quill. These were released as the Gilsoft Gold collection, now available as a budget range at £1.99 each.

Gilsoft has also got two other adventures, The Hollow and Madcap Manor, which have a graphic adventure on one side and a text adventure on the other. Both have roughly the same plot, but the memory saved by cutting the graphics on the text only game has been used to make the problems tougher. These two games cost £5.50.

Tim Gilbert says that the big project for 1986 is a completely new 'super adventure writing system' — so anyone who has had fun with the company's existing products should be looking forward to that.

The great thing about The Quill was that Gilsoft was quite happy if people sold the adventures they created using it, just so long as they said somewhere that they had used it. Various small software houses sprung up, selling Quilled games — Delta 4, Eighth Day, even Games Workshop with The Tower of Despair. Some of these are still going strong, usually selling budget adventures — so if you're looking for a decent no nonsense cheap game take a look in the classified pages.

The drawback was that all games written with the Quill used to look rather similar — but that's all been changed now. Even so, the better games written with the system which were available on the market were adapted in various ways; usually, the basic structure was set up with the Quill, and then the program would be compiled or generally played around with. Delta 4, perhaps better known for Robin of Sherlock which was distributed by the late Silversoft

and will now be sold through CRL, used to redesign the character set — and very nice it looked, too.

Meanwhile, down in darkest Reading, Incentive software has been busy refining its generation system, the Graphic Adventure Creator, which got rave reviews when it was first released last year.

Basically it does the same job as The Quill and The Illustrator put together, although the graphics at least seem rather better — whether this is a function of the programming or of the micro is another matter.

Right at the moment, you can only get it for the Amstrad, but it's being converted for the Spectrum, Commodore 64 and BBC. Even though it's only out for the Amstrad, Incentive Software founder and managing director Ian Andrew says the company has sold about 5,000 copies, so obviously it's a pretty successful little title.

Incentive is redesigning the GAC specially for the Amstrad with disk drive, to create what Ian calls GAC Plus; this will be an advanced disk access system which will allow Amstrad owners with disk drives to write adventures of up to 150K. The standard GAC has a limit of 25K on the adventures you can write using it, although, as Ian points out, effectively you get more memory to play with because of text compression. The GAC Plus should be ready around June, but Ian hasn't indicated what the price is likely to be. It is going to be more than the original GAC, which isn't exactly cheap itself — but if it is the same sort of quality it should be worth every penny.

Like Gilsoft, Incentive is going to release a range of games written using the Graphic Adventure Creator. These are to be released as the Medallion range, and the first three games in the series are to the The Mountains of Ket, Winter Wonderland and Central Tower. The Ket game, as all adventure afficionados will recognise, is actually an old Incentive title, the first in the company's very successful Ket triology, and is one Incentive has converted effectively as an example, though no doubt we will also be seeing the other two games, The Temple of Vran and The Final Mission, appearing in the Medallion range very soon. The price for the games in the Medallion series is uncertain, but will be around the £8 mark.

So if you're a budding adventure writer, strong on creative talent but weak in the programing area, you should take a look at either system, The Quill/Illustrator or GAC — after all, if what you write is good enough, somebody might publish it.

What a lot of people don't realise is that all the major software houses have similar systems for writing their games — Level 9, for example, has developed a very complicated adventure writing language all its own. But most of them keep their systems strictly trade secret.

That's about it for this month — next month we should have the latest Level 9 game, The Price of Magic, the long awaited sequel to Red Moon

Dear Trolls Tavern

Hello, I'm back again! (You can't get rid of me that easily!)

Wel, despite my comments about arcade adventures in my last letter, I must say that I've been hooked on the latest BBC game that goes by the name of Citadel. It took me about a week of solid playing to solve the game with a score of 95 out of 99. (Perhaps you could mention this to the hi-score dept?).

Now back to the subject of REAL adventures. When I am writing my own adventure games, or designing an adventure for Advanced Dungeons and Dragons I often have difficulty in selecting an appropriate name for the central character(s) involved in the game. To combat this problem I brushed off the orc skin that lay on my BBC Micro and proceded to write a name generation program which would display pronounceable names.

I have enclosed the result which will run on any BBC. The program can also be easily modified to suit other makes of computers.

The program works by selecting a random letter from the alphabet followed by a random vowel, and then repeating this about 3 times to form each word. By looking at the value of A$, which holds all the consonants, you can see that some letters are repeated. This is because certain names in fantasy are m ore likley to have certain letters more than others, e.g. N is very popular in many of these names.

This is the program:

```
10 MODE7:VDU23;8202;0;0;0;
20 A$ = "BBCCDFGHJKLLMM-
   NNNPPQRRSSTTTVWXYZ"
30 B$ = "AEIOU"
40 L1 = RND(3) + 1:L2 = RND(
   3) + 1
FOR X = 1 TO L1 + L2
60 C$ = MID$(A$,RND(32),1)
70 V$ = MID$(B$,RND(5),1)
80 N$ = N$ + C$ + V$
90    IF   X = L    THEN
      C$ = " ": V$ = " ":L1 = 0:
      GOTO 80
100 NEXT X
110 PRINT TAB (39-LEN (N$))/
    2 ,10):N$
120 A = GET:RUN
```

Well, that's it for this week but after your next enlightening issue I shall no doubt have some more valid and interesting info to report on. (HA!)

Yours faithfully

KARTH DEMONSLAYER

ISLE OF TERROR

24. As you look around, you nOtice that everybody is wearing gold and your one solitary coin is not going to impress them too much. Wearily, you make your way into the large pot which is just coming nicely to the boil . . .

25. You enter what appears to have been a cabin. There are several wardrobes, their doors hanging off with shreds of what was once fine clothing lying about. In one corner of the room is a small iron chest.
To examine the chest — 42
To examine the wardrobe — 20
To swim to the surface — 16

26. The witchdoctor sniffs the potion, tastes a drop and then adds it to the pot as seasoning, indicating that you should follow . . .

27. You land in a small secluded bay. The beach extends to the south and there is a staircase cut into the chalk cliff to the east.
To go up — 46
To go S — 38

28. You clear the sand away from the chest and open the lid. Before you can examine the contents you have more immediate problems in the form of two giant scorpions which have made their nest in the chest. They both have an SR/LP of 7/6 and you must fight each of them in turn. However, in each combat round, there is a chance of being stung and poisoned. Roll two dice. If the result is double five or double six, you are stung. subtract one extra life point for every turn before you take an antidote.
N.B. If you drink the cure, you will not be able to fight in that particular round, although the scorpion will attack as normal.
If you win — 48
If you lose — 3

29. The map leads you to your destination suffering only three life points of damage en route.
Go to — 22

30. The telescope requires a ducat in the slot before it will work. Do you have one?
Yes — 5
No — 15

31. Poison! You are lost in the marshes.
To go N — 47
To go S — 7
To go E — 11
To go W — 22

32. the path turns towards the east.
To go N — 8
To go E — 51

33. The boulder is chained up with a large padlock. do you have the brass key?
Yes — 41
No — 50

34. The path turns here heading south and east.
To go S — 8
To go E — 44

35. To go N — 17
To go S — 14
To go E — 11
To go W — 36

36. The hill is quite steep and covered with palms and bushes. The path continues to the top where you see half a dozen skeletons lying around. Three immediately jump up and attack you. They have SR/LPs of 9/8, 8/10 and 7/9. Fight each one in turn.
If you win — 43
If you lose — 3

29

PBM UPDATE

This month sees the start of a new look PBM Update. There will still be the usual news and special offers but we will also be having an in depth look at some individual games and will try to cover all aspects of this interesting hobby. another new feature will be the Gamer PBM playtest team; each month we will be looking for readers to play the games free and to report back later.

So what is PBM all about? Well it is a bit like playing a computer adventure game except that you can play with hundreds of other players from all over the country and instead of the computer moderating your moves, that is an all powerful game master in some high tower in Blackpool or Manchester deciding your fate.

The hobby has been around since the early 1970s, but it is only in the last few years that it has really taken off. The emergence of professional companies such KJC or Mitregames means that it is now possible to play in a game with up to a thousand other players and the opportunites for intrigue, backstabbing and general diplomacy are almost endless. The only problem is that postal gaming is a drug and once addicted to it, it can take over your life. You should also spare a though for the postman as each morning he trudges up your garden path with his back breaking from the weight of his sack, crammed full with letters from your friends and enemies in the games.

PBM companies seem to suffer from the same tunnel vision that affects computer adventure game programmers and most postal games are either set in Tolkeinesque worlds of myth and magic or are science fiction epics where players vie for cosmic domination. This may not be a bad thing if it is what the players want but news is filtering through of some enterprising companies who are looking at other ideas such as footbal club management and espionage games. As soon as they are released; you will hear about them first in Gamer.

Earlier in the year the players got their first chance to vote for their favourite games in the PBM awards, which were sponsored by this magazine. There was a major surprise when the announcement of best company was made and a comparative minnow, Sloth Enterprises, took the coveted trophy. Neil Packer seemed the most astonished of all as he stepped up to be congratulated by Tony Hetherington. Sloth had achieved this success mainly on the strength of one game, Saturnalia, and it is this game that we will focus on in this issue.

Saturnalia is a good example of the fantasy role playing type PBM game, You take the part of a lone adventurer roaming the world in search of fame and fortune. It has a free format so you can do absolutely anything you wish but most players tend to follow up the rumours that they pick up in their first round and soon find themselves plunged headlong into some strange adventures, usually involving the search for ancient artefacts.
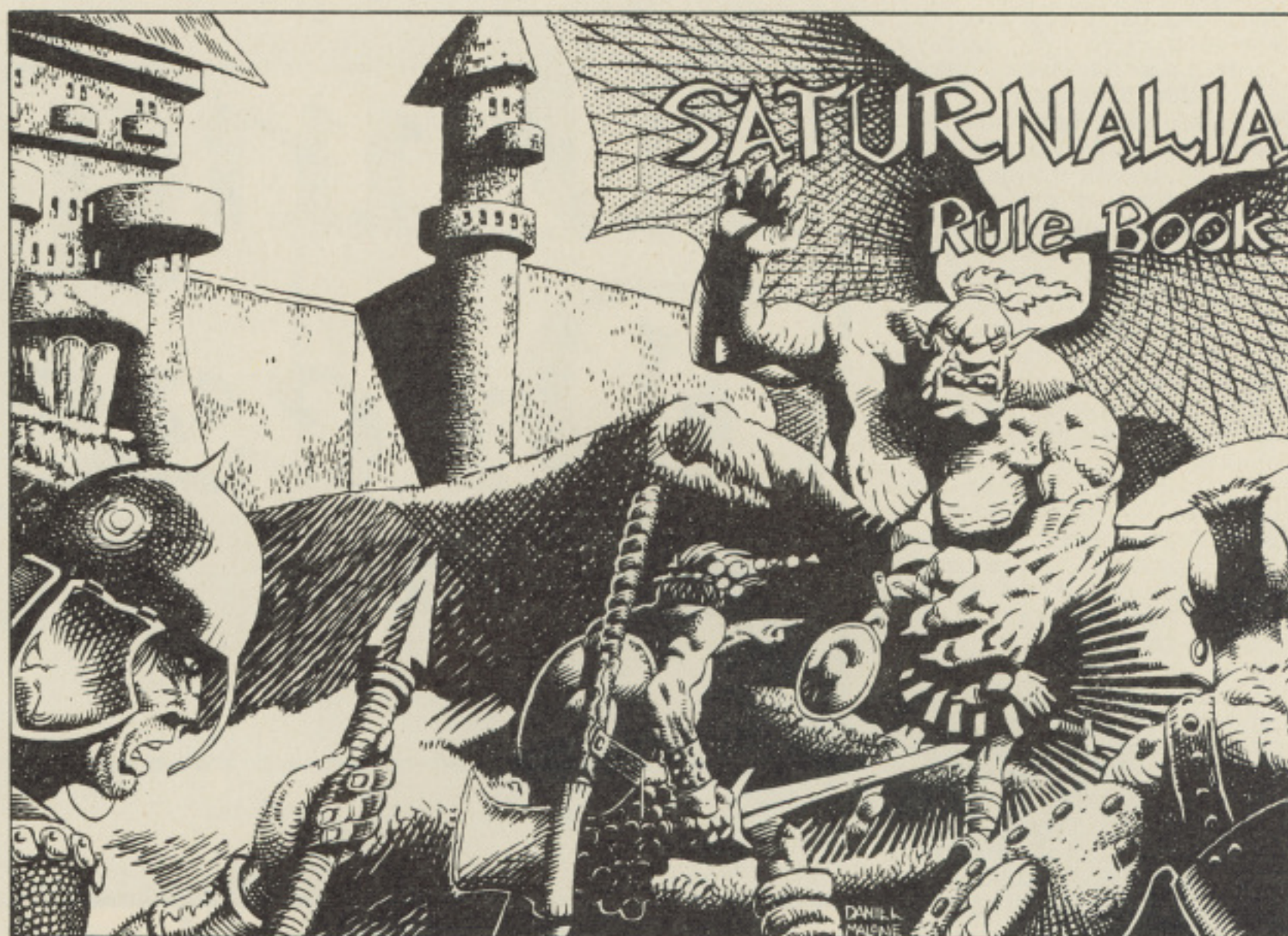
What sets the game apart form many similar competitors is the amount of effort that the game masters put into making the game enjoyable. The round sheets come back packed with information and they seem genuinely disappointed when the players' actions do not make them work hard enough at their replies. The regular bi-monthly newsletter allows the players ample scope for self expression and some of the artwork submitted is excellent. Many players have grouped together to form organisations and for the new playuer it is well worth joining one, though it is important to choose carefully as membership of one will probably ensure that your name appears of the hit lists of several of the others.

All in all, Saturnalia is a well run and imaginative game that provides plenty of player choice. At £1.50 a round, including postage both ways, it comes into the mid price range but it is certainly among the cheapest of the professional games. AT this price it represents good value but it is even better for Gamer readers. We have arranged a special deal for our readers only; if you write to Sloth at Freepost, Southampton, SO9 1BH, they will send you a start up package and give you the first two rounds absolutely free. So this is your chance to get a glimpse of the PBM world without parting from your hard earned cash.

Finally this month we are looking for the first two members of our playtest team. So, if you would like to play a PBM game free for six months and are willing to report back regularly, this is your chance. The games are Saturnalia and The Enchiridion, a new game described as the closest PBM game to a compluter adventure. All you have to do is let us know which game you would like to test and why. The two readers giving the most original and wittly reasons' will be selected for the team.

Next month we will be looking at computer moderated games and the features game will be Capitol from KJC.

31

Last month, I discussed the elements that go towards making a realistic combat simulation. This month, I want to put some figures to those ideas so that you can incorporate a working system into your own games. There are a lot of figures to be juggled with and you will probably have to read the article several times before you understand the logic behind it fully. Nevertheless, all the maths will be handled by the computer and the intention is that a player will only have to select his actions from a couple of simple menus.

The reason for all the numbers, is to determine a percentage chance of hitting your opponent. A randomly generated number less than or equal to that chance would then indicate a successful hit.

Dungeon Dressing
by Gordon Hamlett

1. Basic chance to hit. Assuming no other factors, this is the figure that you start off with and is equal to 50%. This score is then modified by skill, agility and strength levels. This basic level will stay constant throughout a particular combat situation and will change only rarely e.g. when a player gains an extra skill level or drinks a potion of giant strength etc.

1.1 Skill bonuses. + 5% for every skill level. Thus + 0% for a zero level character, + 5% for 1st level, + 10% for 2nd level etc. How the different skill levels are determined are up to you. All the various role playing games have different systems. Be careful not to overpromote a character too quickly. A zero level character would be a shopkeeper or a merchant — someone with no interest in or experience of fighting. An adventurer setting out for the first time would be a first level character.

1.2 Agility bonuses. This is based on the player's hand to eye co-ordination.
Extreme clumsiness — minus 15%
Very clumsy — minus 10%
Below average — minus 5%
Average — no change
Above average — plus 5%
Good co-ordination — plus 10%
Superb co-ordination — plus 15%
N.B. This is not a linear scale. On a range of 1-20 for agility, the spread might be something like this.
1 = extremely clumsy, 2-4 = very clumsy, 5-7 = below average, 8-13 = average, 14-16 = above average, 17-19 = good co-ordination and 20 = superb co-ordination.

1.3 Strength bonuses. Strength is more important when considering damage caused rather than chances of hitting, but nevertheless, it still helps if you can pick up your sword!
Extremely weak — minus 10%
Very weak — minus 5%
Below average — no change
Average — no change
Above average — no change

Very strong — plus 5%
Extremely strong — plus 10%

2. The next set of values will change for each combat round depending on a player's choice of actions and his state of health.

2.1 Type of attack
Defensive — minus 5%
Normal — no change
Aggressive — plus 5%
Berserk — plus 10%
Berserk is where there is an uncontrollable blood lust. e.g. Dwarves hate both goblins and orcs and will attack them on sight regardless of tactical considerations.

2.2. Where you aim
Body — no change
Head — minus 15%
It is a lot harder to hit the head, but you will do a lot more damage if you succeed.
N.B. Some creatures do not actually have a head e.g. moulds, slimes and gelatinous cubes.

2.3 Your state of health. This is something that is difficult to quantify. Most games employ some sort of hit point system a simple one to use is the one used in the Ultima games where you get 100 hit point at the first level and an extra 100 for every skill level that you rise. If you want to modify this to include the effects of wounds, I would suggest the following.

100+ hit points = good health — no change
90+ hit points = minor cuts and bruises — no change
60+ hit points = light wounds — minus 5%
30+ hit points = heavy wounds — minus 10%

10+ hit points = serious wounds — minus 15%
1+ hit points = critical wounds — minus 20%
0 hit points = dead.

2.4 Whilst the choice of weapon will not affect your chances of hitting, a magic weapon might give you a 5 or 10% extra chance. A cursed weapon might reduce your chances of a successful hit.

3. Other factors, You may wish to amend the chance to hit depending on the conditions, surprise, attacks from behind etc. See last month's Gamer for further ideas. All the above details go towards making an aggression factor. Now, it's the monster's turn to defend himself.

4.1 Armour worn
No armour — no change

Light armour — minus 5% e.g. leather armour

Medium armour — minus 10% e.g. chain mail

Heavy armour — minus 15% e.g. plate mail

Shield — minus 5%

Helmet — minus 5% — only applies if you are aiming at the head.

N.B. A lot of monsters will not wear armour at all, but will have thick scaly skins to compensate. Magic armour may affect any of the above values. e.g. Magic medium armour may be the equivalent of heavy armour.

4.2 Weapon used. Most weapons have defensive as well as offensive properties.

Hands/daggers/slings etc. — no change

Wooden, short and medium weapons — minus 5%

Large sized weapons — minus 10%

N.B. Magic weapons might affect these values.

4.3 Your opponent's state of health.

Good — no change
Light wounds — plus 5%
Heavy wounds — plus 10%
Serious wounds — plus 15%
Critical wounds — plus 20%

4.5 How he's attacking you

Defensive — minus 5%
Normal — no change
Aggressive — plus 5%
Berserk — plus 10%

If this seems odd, remember that if he's attacking you aggressively, he cannot be defending himself as well.

If all that seems complicated, here is a worked example. You are a first level fighter, very agile, average strength and in good health and armed with a short sword. You opponent is an orc wearing medium armour and wielding a club and shield. He is also in good health. You both attack normally.

Aggression factor

Basic factor	50%
Skill level	5%
Agility	10%
Strength	0%
Attack mode	0%
Body shot	0%
Health	0%
Total	65%

Defensive factor

Medium armour	10%
Shield	5%
Club	5%
Attack mode	0%
Total	20%

Therefore the total chance of hitting the orc is 65 - 20 = 45%

If a hit is indicated, the amount of damage caused must be assessed. You can either have a general range of say 1-8 hit points or make it specific for each weapon e.g. 1-2 for bare hands, 1-6 for a mace, 1-10 for a spear, 1-20 for a hurled boulder, 1-50 for a fireball and so on. These values may be modified by

MOTT
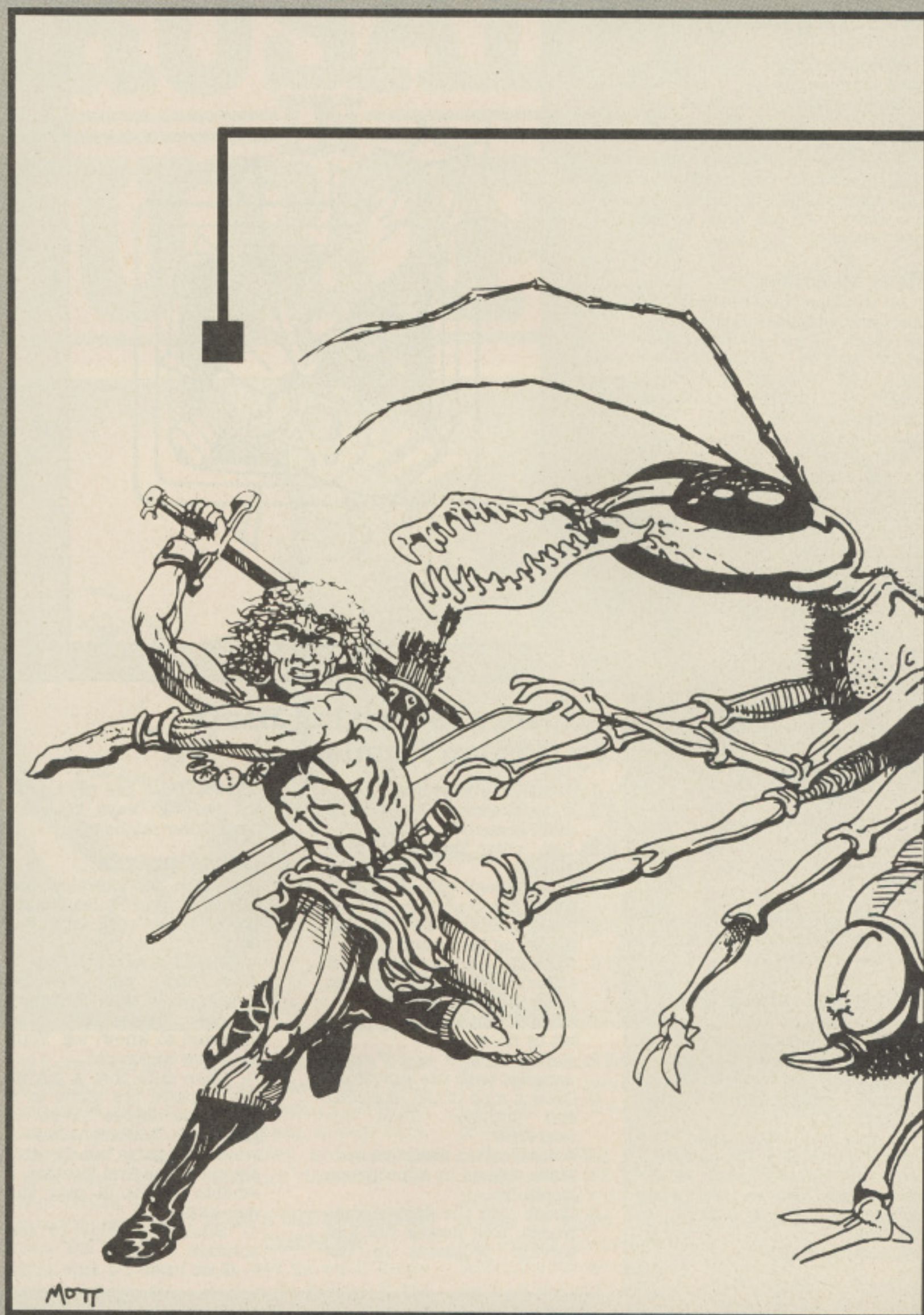
a character's strength and I would suggest that these figures are doubled for a successful head hit.

Although I suggested giving a player 100 hit points to begin with, it is probably best to give monsters values of 1-10, 11-20 etc. depending on their strength. This gives you a simple method of assessing a monster's skill level when it is his turn to fight back and also gives a player the chance of fighting a few battles without dying too quickly — very important when you consider the playability of a game.

On a more advanced level, you can also take misses into account. Decide on a random

basis whether a shot missed altogether, or was parried by weapon, shield or armour. A shield might be able to take say 25 hits before becoming worthless.

Presentation on screen is very important. The player should not be told that he has done 7 hit points of damage, but rather that the goblin he has just hit is badly wounded. Wherever possible, user friendly menus should be used. For two examples of what can be achieved, I would draw your attention to two recent games from the States. Alternate Reality has a comprehensive menu-driven single combat system in which a player can

select whether he wants to attack, run or trick an opponent and how he wants to do it. Ultima IV has a multi-player system which demonstrates very well the niceties involved in manoeuvring round objects and who can hit whom in massed combat.

Well there you have it. Complicated I agree and by no means complete but very much the way in which sophisticated combat systems are going in computer games. Why not have a go at writing your own system modifying some or all of these ideas as you please.

You could win £350 worth of computer equipment and have your game published in our great adventure writing competition.

Global Software and Gamer have teamed up to bring all budding adventure authors the chance of a lifetime. We want to see the plot of your adventure.

Don't worry about the programming or graphic design, help with this will be supplied to the winner, all we want is the idea behind it.

How to Enter

All you have to do to enter this fantastic competition is to send us details of an adventure you would like to write. Try to include as much infomration as possible including maps, monsters, tricks, traps, and puzzles as well as the basic plot.

Remember you don't have to write the program yourself.

You may find that our adventure writing series, Dungeon Dressing may help you with ideas as well as how to work them through and we have included a checklist written by DD's author to help you.

Your adventure could be set in any time and place of your choosing so don't automatically think that you have to reach for the monsters and potions, The choice is entirely yours.

When you have worked out your plot send it and any supporting material to:

Adventure Competition,
Computer Gamer,
No.1 Golden Square,
London W1R 3AB

The closing date for all entries is 30th May so you've got plenty of time to think about it.

What you could win

The sender of the best adventure plot, as judged by Global with the help of Gamer's Editor will recieve £350 of computer equipment of his or her choice.

Global will also help the author to develop his game so that they can publish it. In which case the author could earn hundreds of pounds in royalties.

Could it be you?
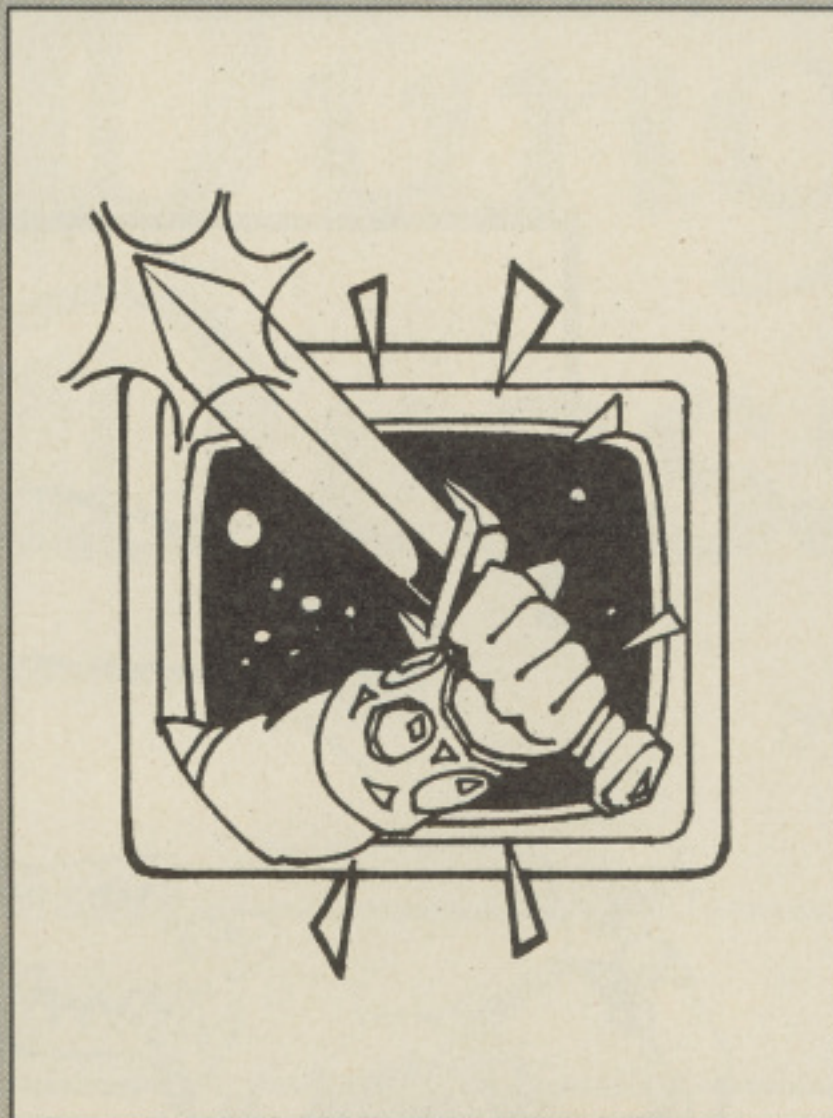
Adventure Writing Hints by Gordon Hamlett

1. Decide on a storyline
2. Write skeleton plots for the main areas of the game
3. List major problems to be solved
4. Expand basic plot to include sub-plots
5. Finish fleshing out story by including lesser problems
6. Consider all your ideas put together. discard any that don't fit into the storyline
7. Rework plot to fill any holes left by no. 6
8. Repeat nos. 6 and 7 until satisfied with the storyline
9. Draw a map of the locations and number them for reference
10. Write location descriptions
11. Place objects in appropriate locations
12. Check that the game's logic works. this means not just solving problems in the correct order, but trying all the 'wrong' ways that an adventurer might try

Other points

— Watch for obscure and phrases. don't use 'push portal' when 'open door' will do
— Check all your spelling
— Don't use obscure references that players cannot reasonably be expected to know. e.g. Your teachers' nickname
— Make sure that a player can explore the game to a resonable degree before he gets stuck. You might have a wonderful game, but if I can't get out of the first location, I wouldn't want to play the game again
— Enclose a copy of the solution
— Good luck

ADVENTURE COMPETITION

Adventure Competition, Computer Gamer, No.1 Golden Square, London W1R 3AB

Name ....

Address ....

.... Tel No. ....

ADVENTURE
R·E·V·I·E·W·S

Zarxas is an earth based computer that controls, amongst other things, the Xul3 colony. As Zarxas is under threat of pulverisation in a global war, a plan is devised to steal its memory banks. In order to do that, you have to discover an eight figure code before making your way to the actual computer.

Despite the usual inane plot, Get Dexter is actually a very good arcade adventure. Written in France by a company called Ere, and licensed by PSS, the game features many original ideas and bright colourful 3D graphics.

The rooms are depicted in a style that wil be familiar to anyone who has seen an Ultimate game on the Spectrum. There is lots of furniture lying around which needs to be pulled, pushed and climbed on as you try to reach seemingly inaccessible areas of your current location. As you shunt the tables and chests around, so you discover more passages and items that will prove useful to you later on.

There are eight scientists wandering about the complex, each one of which holds one part of the code. If you approach him with the appropriate item, he will divulge his knowledge to you. The items lying around the place are many and varied ranging from bottles to hypodermic syringes and including colour coded passes that are essential for opening certain doors. Only one object can be carried at a time so some careful planning is needed.

Different items may also control some of the various nasties that pursue you relentlessly. These nasties include assorted androids, robot cats and dogs, punk rockers and buxom blonde nurses. As they collide with you, so your energy decreases although it can be replenished if you can find a holophonic cabin. Throughout all this action, you are helped by a little creature called a podocephale — a head stuck on a foot whose exact purpose is as yet undetermined but who follows you closely wherever you go.

The attention to detail throughout the game is excellent. Jump onto a swivel chair and it spins round several times before you are thrown off. The problems too are original — and frustrating — leaping from platform to platform trying to reach some obscure exit, walking through rooms when manic gates try to stop you and discovering the secrets of libraries and hospital wards. But it is the graphics that attract you most. So many moving objects, all of differing colours that there is almost too much detail at times. Definitely the best arcade adventure that I've seen for the Amstrad so far.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Nova

Feeling adventurous? This month's adventurers are stuck in an asylum and attacked by killer tomatoes

Get Dexter!

Have you ever been driven mad by a game after a long and unfruitful session? Well, this disk-based adventure is guaranteed to drive you crazy from the start. Found wandering through the streets muttering adventure commands to yourself, you have now been commited to the asylum and the only cure is to escape. What makes this game stand out from all of the others is the inclusion of a 3D maze to link the rooms of the adventure.

You start off in the maze of corridors which constitute the asylum and as you negotiate a pathway past rows of rooms messages flash onthe screen. sometimes it is merely a statement saying what the room is and other times will be an inmate who wished to tell you something of importance.

As you continue, you soon learn that most of the rooms are locked and that success lies in unlocking their secrets. The keys which do this are secreted in boxes or are found in the possession of the other inmates and they must be collected to effect your escape to sanity.

Like most old hospitals, the corridors are dull and forbidding but the rooms burst on the screen in glorious colour. Each room is depicted in high resolution graphics which are loaded from disk when required. One thoughful feature allows you leaf through the various location graphics, so even if the solution escapes you it does not preclude you from admiring the artwork. Cursor key control gives way to text input when you have to interact with any of the crazy inmates. Bartering and badgering you way to the exit is full of surprises and disappointments as you learn who will help and who will hinder.

Enigmatically, the instructions inform you that all the other patients will refuse to speak if you are carrying a certain object. This secret is safe for the time being because I have yet to find out what it is!

The corridor idea makes this game even more difficult to play because you don't start the adventure proper at the beginning. A degree of wandering and mapping must be indulged in first before you discover the key to the real starting point. Even without this complication the game is as demanding as all the other All American Adventure series. For seasoned adventurers or beginners this disk is highly recommended. **E.D.**

Escape from the Asylum

You are in a room with a bed. You see the Asylum logo. A camera watches. You see a box within reach. In the box there is: credit card.
You may ask for help at any time.
==><

PLANET RATINGS

Storyline
Atmosphere
Difficulty
Value for money

STAR RATING

Nova

ISLE OF TERROR

Title:	Lord of the Rings
Computer:	Commodore 64
Supplier:	Melbourne House
Price:	£15.95

This is the long-waited follow up to the highly successful game of 'The Hobbit'. It is based upon the epic tale of the destiny of the Ring of Power which Bilbo Baggins wrested from Gollum in the previous tale.

The original book of 'Lord of the Rings' was written in three parts and, similarly, this is the first game of a triology based loosely on the book.

The aim is to get Frodo, Bilbo's heir, from Bag End to Rivendell which is the home of Elrond the Elven King. Two of Frodo's friends have been enlisted in this task, Sam the Pippin, and a third, Merry, will join later in the tale. Dark, threatening forces are at work under the control of the evil Lord Sauron. He wants the Ring of Power which will give him supreme control over the destiny of Middle Earth. Aiding him in his wicked scheme are a nasty bunch of Black Riders sworn to recover the Ring at all costs and they are abroad searching for Frodo when the game begins.

The game can be played by as many as four players at once if each plays a different character. Any unadopted characters are controlled by the computer. The main game comes in two parts along with a simplified version of the first part for beginners who want to get the 'feel' of adventure playing. The beginner's game also includes several more graphics screens but for my money these are more of a nuisance than an atmosphere enhancer. A full review of the Spectrum version of the game appeared in February's Gamer so I will now concentrate on this new conversion for the C64. The game's responses to commands are rather sluggish which is a sacrifice which had to be made to allow for the complex operating system required. I found this a little irritating, but acceptable. One feature which is not only unacceptable but also inexusable is the programs refusal to respond to some commands. Although syntaxially correct according to the instructions, I succeeded in totally locking up the operating system in the following way.

On opening a wooden chest at the first location of the game I gave the command, 'Take the backpack from the chest'. After waiting for several minutes for a response I decided to go and have coffee. On returning, the computer still seemed to be engaged in its own little world and I had to resort to switching off and reloading from the start. A second attempt at gaining a response to this command also failed.

A lock-up is unforgiveable in any program but one which occurs whilst using acceptable comands is a major flaw which undermines the will to proceed with the game. This failing is reflected in my Value for Money rating which owes a lot to the free Tolkien book which accompanies the game.

Against my better judgement I proceeded to investigate the game and found it to be an excellent game of which Tolkien would have approved, despite a couple of liberties being taken here and there to give it 'street cred' with the kids.

Despite the high regard which I have for the storyline, the lock-up problem creates too many doubts for me to whole-heartedly recommend this game. I suggest that Philip Mitchell and his team should investigate this problem before starting on Part 2 of the trilogy.

PLANET RATINGS

Storyline	●●●●●
Atmosphere	●●●●
Difficulty	●●●●
Value for money	●

---
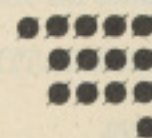
37. You find a map in an oilskin pouch and a healing elixir that restores 2-12 life points (roll two dice). The map shows you how to cross the marshes.
Go to — 25

38. You are the southern end of the beach. There is a wooden chest half buried in the sand.
To examine the chest — 48
To go N — 27

39. Do you have a map of the marshes?
Yes — 49
No — 31

40. Poison! You are lost in the marshes. Every time you enter a marsh location, subtract one life point.
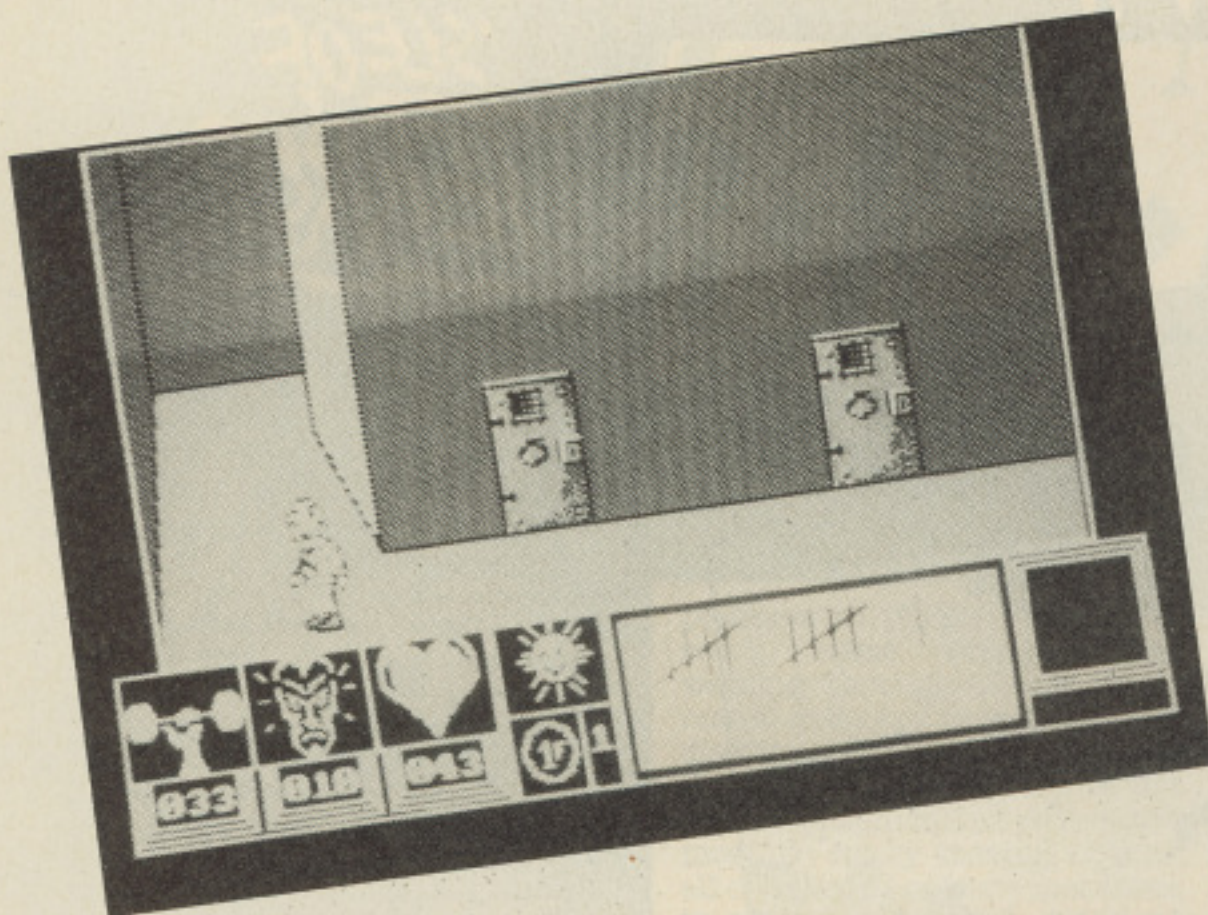To go N — 17
To go S — 11
To go E — 7
To go W — 36

41. You unlock the chain but must now lever the boulder out of the way. Do you have an iron stake?
Yes — 12
No — 50

42. The chest is rusty but not locked and it opens eventually. Inside is a large brass key and a gold ducat. The rest appears to have been pilfered long ago.
Go to — 25

43. As you examine the rest of your surroundings you notice that all paths, apart from the one to the west, lead down into the marshes. The three remaining skeletons point along the other three paths. The one to the north is pointing with one finger, the one to the east with two fingers and the one to the south with three fingers.
To go N — 17
To go S — 40
To go E — 7
To go W — 44

44. The path starts to climb up a hill to the east.
To go E — 36
To go W — 34

37

Leaping lizards! Robin the Boy Wonder has been abducted by some fiendish arch villain. But before the Caped Crusader can race to the rescue of his Bat-buddy he must first gather together some of the Bat Bits 'n pieces that every well equipped crime fighter needs in his neverending fight against evil, and then reassemble the parts of his speedy Batmobile. Holy disassembly! It's enough to drive your batty!

Meanwhile, in the sub-terranean lair of arch software house Ocean, the villainous mind of David Ward is preparing to unleash its latest diabolical plan.

'Aha! At last I have the secret weapon. I've been waiting for (cackles insanely, rubbing his hands together), the rights to produce a Batman computer game. With this I can wipe every other software house off the face of the planet. Ha ha, hee hee etc.

Meanwhile back at the Batcave . . .

Leaping into action the Dark Night Detective slides down the Batpole and hurtles into the Batcave, barely pausing to draw breath as he races past the vile monster standing between himself and his trusty Batbag. Them, slipping nonchalantly into his dynamic Batboots, the Gotham Guardian hurls himself past the diabilical traps lying in wait for him (Warning: using such outrageous adjectives takes years of practice, do not attempt to imitate them).

Meanwhile . . .

Flash — I love you, but we only have fourteen hours to save the Earth (sorry, wrong superhero).

Meanwhile, surrounded by his toadying henchmen, David Ward explains his masterplan for anyone that cares to listen.

'Yes! My Batman game will have finely detailed Ultimate style graphics, a cute Batman sprite and an out of tune version of the Batman theme. Now no-one can stand in my way!'

Zap! Pow! Kablooie! Energised by his Bat-pills (secreted in various parts of the Batcave), the dynamic Duo minus one bounds past the ravening hounds attempting to tear him limb from limb. then . . . Cosmic cat-astrophe! Our hero falls headlong into a pit full of spikes. Can this be the end of the review? But no! The Masked Ninny lives, and, staring heroicially into the camera, says 'Fortunately I came prepared with my Batbelt and Bat-thruster which saved me from the fall. Remember, the first rule of crime fighting — never fall into a pit full of spikes, it can ruin your day'.

Will the smug Superhero save the Teen Wonder from the heinous fate awaiting him? Will Ocean deliver the game less than five years after the first ads appear? How much am I getting paid for this review? For the answers to all these questions tune in next month, same Bat-time, same Batplace, saaaame Batchannel. **S.D.**

PLANET RATINGS

Originality	■■■■□
Graphics	■■■■■
Use of machine	■■■□□
Value for money	■■■■□

STAR RATING

Nova ☀

38

Doomsday Blues (originally titles Eden Blues for reasons that will be come apparent later) this game is originally from the French company Ere.

The setting is after the robot revolution, you are the only person left alive — and you're stuck in a prison. But lo! what do I hear? The voice of a fair young maiden filters down through the air conditioning system. Being a gallant young man you must dash off to save her and restart the human race (hence the original title).

The game broadly falls into the 'problem solving graphical adventure' category, but this is more of an adventure than most of these types of games.

To start with you have a number of points that you can assign to various attributes such as strength and stamina. These attributes can go up or down as the game progresses.

In the main game you will be stunned by the quality of the graphics and animation. All graphics are in mode 2 which is the monochrome high res-olution mode (about three times the resolution of a humble Spectrum), but you don't notice the lack of colour with the superb shading and texturing of the scene.

You start off in a cell with just a bed (which you can sleep on) and a locked door.

Kicking down the door (using up some of your strength) lets you out into the main cell block. More doors can be kicked down, windows and objects can be searched — and robots can kill you. In fact I spend most of my time getting killed by Robots!

The music at the start and end (usually too close for comfort) is quite good, but I have heard the music at the end far too much!

This game will keep arcade/ adventure nuts at it for weeks. The style of the game is so different that it is immediately obvious that the game has been written outside the scope of the British game market, and it is refreshing to see something that is. **M.R.**
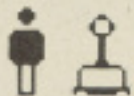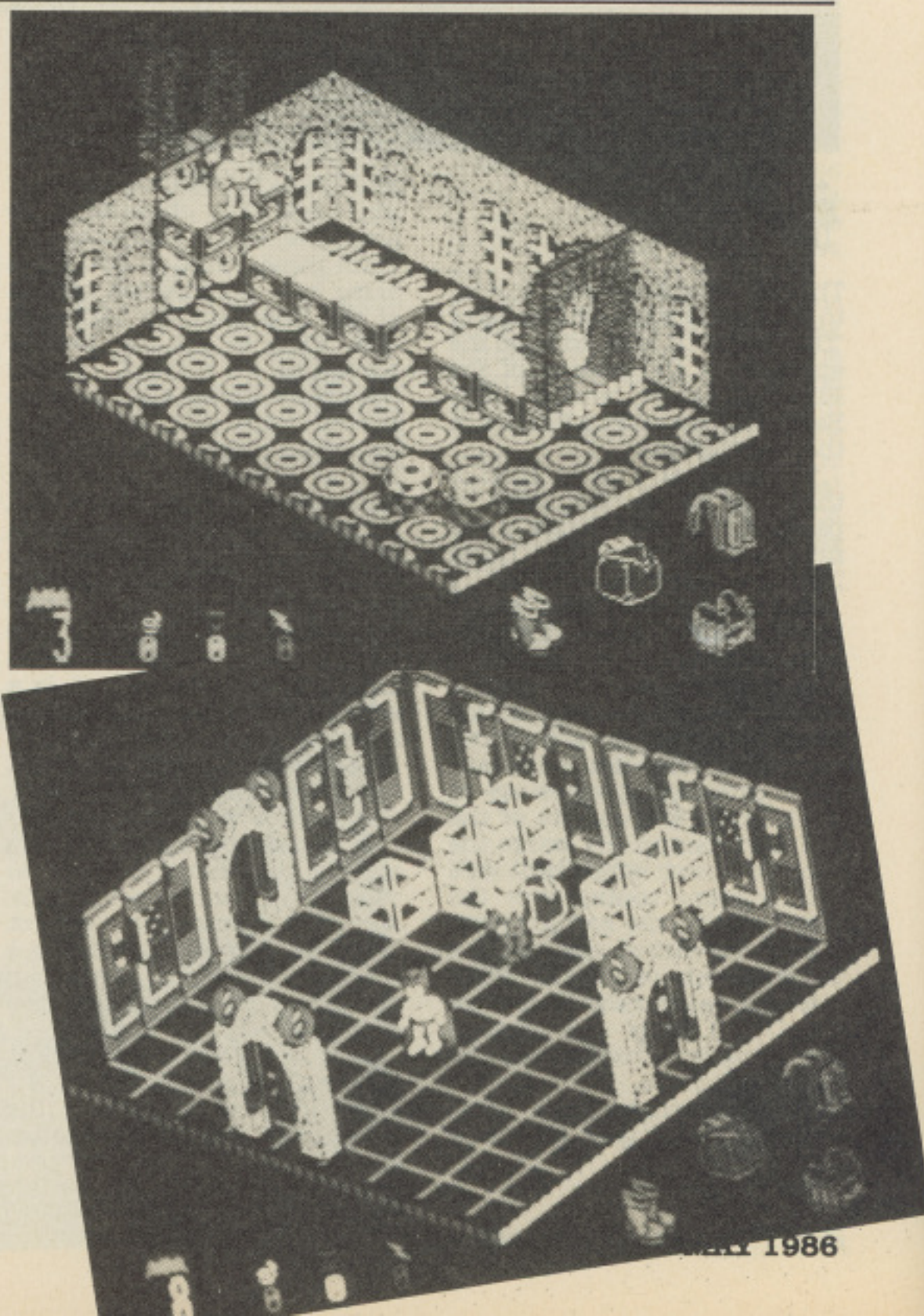
PLANET RATINGS

Originality	■■■■□
Graphics	■■■■■
Use of machine	■■■■□
Value for money	■■■□□

STAR RATING

Bright Star ◻

ISLE OF TERROR

Title:	Attack of the Killer Tomatoes
Computer:	Spectrum 48K
Supplier:	Global Software
Price:	£7.95

Global Software have tied up a deal that lets them produce games based on some of the world's worst films. Now some might say that this can only end up with them producing some of the world's worst games, but fortunately this hasn't turned out to be quite the golden turkey that the title might imply.

Attack of the Killer Tomatoes uses the now tries and tested Ultimate style of graphics to depict the adventures of one Wimp Plasbott as he takes on the massed (or messed?) ranks of hordes of deadly tomatoes in a quest to secure a supply of tomato puree that is needed to keep his pizza parlour in operation. To do this he must venture into a factory that loks not unlike the planet in Gargoyle's Sweevo games, except that instead of deadly fruit Wimp has to avoid tomatoes (actually, if I remember rightly, tomatoes are fruit).

But instead of killing him these tomatoes just deduct ten minutes from the time that Wimp has in which to collect the tomatoes he needs, for Wimp can only remain in the factory during office hours and there's a clock ticking away that shows how much time is left. In these short hours Wimp not only has to avoid all the obstacles and traps lying in wait for him but also to eliminate the number of tomatoes that are wandering around some of the rooms, and capture the bouncing tomatoes which he can take back to be turned into pulp for his pizzas.

Of course there are one or two other problems to keep you occupied, such as the need to find objects which you're going to need to help you complete the game, and to keep topping up your sauce bottle before it runs our and leaves poor Wimp drained of resauces.

As I mentioned, the style of graphics should be familiar to just about everyone by now, although I don't think the animation is quite as smooth as

it has been in one or two games with a similar graphics and the obstacles, though very difficult to get past on some places, aren't as varied as they might have been (I know tomatoes are the theme of the game, but it would have given the game a bit more variety if there were more sprites that didn't look like tomatoes or sauce bottles).

Somehow, despite the slick graphics and whacky scenario this didn't really prove to be as great a sauce of interest as I'd hoped. Still, with Wild Women of Wonga on the way, Global have still got another ace to play. May the sauce be with you. **S.D.**

PLANET RATINGS

Originality	●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING

Bright Star ○

Title:	**Fourmost Adventures**
Computer:	**Spectrum**
Supplier:	**Global Software**
Price:	**£7.95**

The titles of this tape should be the easiest adventure clue you ever have to solve as you try to work out what you are getting for your money. Yes, it's the first adventure compilation tape consisting of four games selected by Tony Bridge, the adventure columnist in Popular Computing Weekly. The games — three traditional text input stories plus a role playing game — are nothing exceptional but there is certainly enough in the package to keep you quiet for a few weeks.

The pick of the games is Out of the Shadows, the role laying game, You can choose to be a dwarf, elf or human, all of whom have slightly different characterisitics as you go on one of six predetermined or a random quest. You must explore wilderness and dungeons, fighting monsters and picking up treasure and other useful items. A small map displays everything that you can see as you wander round taking care not to bump into trees and fall down holes. Time passes throughout the game and you will need a light source if you are to find your way round in the darkness or down a dungeon.

There are items to be purchased — if you can find a merchant and experience points to be gained as you defeat the various monsters. How much damage you inflict depends on the weapon you are carrying (if

any). You start off with just your bare hands and finding a club or simlar or buying one must be one of your first priorities. Food is also important as you strive to replenish your sapping strength.

Commands are input as single words although some need further clarification e.g. use club or buy helmet.

The main problem with Out of the Shadows is that you tend to get killed off too quickly at the start of a game before you can get your character established, but even so, it is not a bad game at all, especially if you enjoy the role playing type of which there is a distinct lack on the Spectrum.

Project X — the Microman — is a Quilled/Illustrator/Patch production which sees you — Professor Richards — having shrunk after receiving a massive dose of gamma radiation. Everyday objects present a whole new set of problems and your only hope is to find a colleague's laboratory and overcoming the lab's anti-intruder system controlled by the COM-2 computer system.

Although there are some nice — and at times startling — sound effects, the game is let down by a poor vocabulary. One nice feature is the use of the store/recall commands which takes a snapshot of your current postion without having to save to tape.

Galaxias is an early Quilled adventure by Fergus McNeill who shot to fame with his Robin

of Sherlock and Bored of the Rings spoof adventures. The most startling thing about Galaxias is its futuristic character set — quite unlike anything you've seen before. You play a space pirate trying to find the crystal of something or other. Starting in the Zagro spaceport, you must pilot your space cruiser around various planets — the onboard computer gives you considerable assistance here. There are also some nice amusing touches, a forerunner of the humour seen in Fergus' later games.

The final game of the tetralogy is The Mural which features some strange Monty Python type humour. How many other games do you know which start off with you being accosted in Neasden by two men wearing suspender belts and which features books such as Ethel the Aardvaark Goes Quantity Surveying and the Karma Sutra for Gerbils. On the whole, though, this is a poor game with a limited vocabulary and a user friendly approach.

As I said earlier, Fourmost Adventures is a fair if somewhat uninspired collection of games and I still feel that you would get more pleasure out of a good Level 9 game. Now if they were to bring out a compilation.

Storyline	●●●
Atmosphere	●●●
Difficulty	●●●
Value	●●●

---

45. You are introduced to the chief of the tribe. After a lot of gesticulating with sign language, you discover the you are invited to dinner. the bad news though is that you **are** dinner for they are cannibals! As a last desperate resort you offer them anything you have. Do you proffer your cutlass — 13
A gold ducat — 24
A potion — 26
A mirror — 4

46. You are on the clifftop. Stairs lead down and paths lead north, south and east.
To go N — 6
To go S — 15
To go E — 8
To go down — 27

47. Poison! You are lost in the marshes.
To go N — 40
To go S — 1
To go E — 14
To go W — 7

48. The chest contains a small mirror and an elixir of health restoring 1-6 points (one dose only).
Go to — 27

49. You return to the top of the hill suffering 3 life points of damage.
Go to — 36

50. You will have to return to the marshes.
Go to — 39

51. The path continues towards a series of huts. As you approach, the world suddenly appears upside down as you find that you have stepped into a trap and are now swinging by your ankle from a tree. Hearing your cries, several natives with bones through their noses come and cut you down before taking you to their village.
Go to — 45

52. Poison! You are lost in the marshes.
To go N — 14
To go S — 47
To go E — 31
To go W — 1

39

Fairlight
a prelude

Title:	Labyrinthion
Computer:	Spectrum
Supplier:	Alligata Budgie Range
Price:	£2.99

Lost inside a labyrinth, only the nine parts of a scroll will help you find your way out. The scroll though is scattered throughout 256 rooms which are divided into sectors. Before you can pass through the deadly mist into the next part of the game, you have to find the correct object for that particular sector. This though is invisible until you have found four tools used by an explorer — compasses, maps, ropes, water bottles and hour glasses etc. (when did you last see an explorer with an hour glass? I'm sure Indiana Jones never had one but I digress). These tools must be dropped into the it for that sector, one at a time, whereupon the key item will reveal itself. Add to this, the fact that you are being relentlessly pursued by assorted nasties and you will see that your escape is not going to be an easy one.

The game is awkward to play, not least because there are no joystick options. Apart from moving and firing, there are also pick up shield, select an item and weapon change keys to be mastered, although you can redefine the keys to suit your style. In practice, I found that I was getting killed too quickly without knowing very much about what was going on. Nasties never seemed to die

when I attacked them. There is assorted treasure lying around waiting to be collected and you can also find flyswatters, buckets and mousetraps which offer you some additional protection against the nasties.

The game is highly reminiscent of Ultimate's Atic Atac although nowhere near as playable. The rooms are delineated with pictures of shields, anchors and crowns etc, with doors that open and close at random. Your hero and the nasties look reasonable until they all pile on top of each other (a frequent occurrence) when everything becomes horribly messy.

Labyrinthion suffers from being over complex. Games do not become better by adding a few extra commands to be manipulated. Had Alligata simplified things and made the general appearance of the information window clearer, this would hve been a more than resonable arcade adventure. As it stands, there are many better budget games avaiable.

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●
Value for money	●●
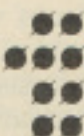
STAR RATING

White Dwarf ◐
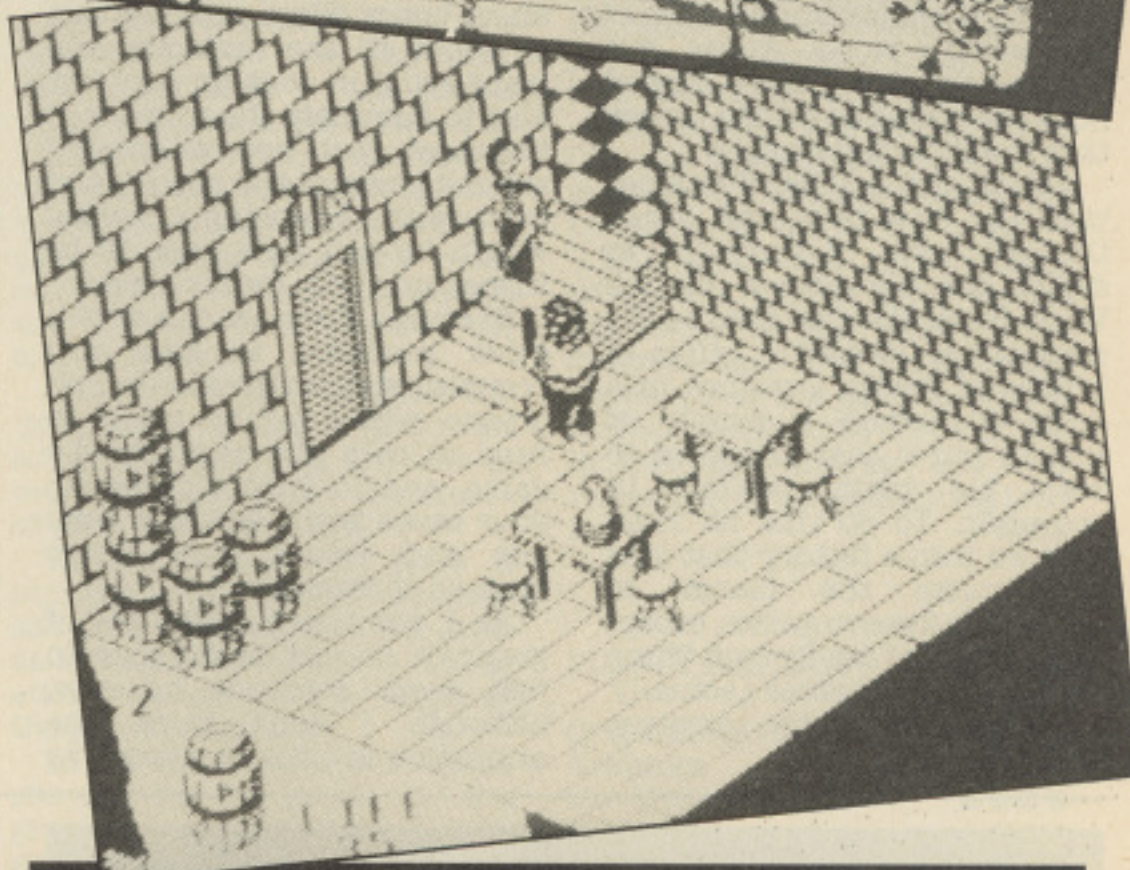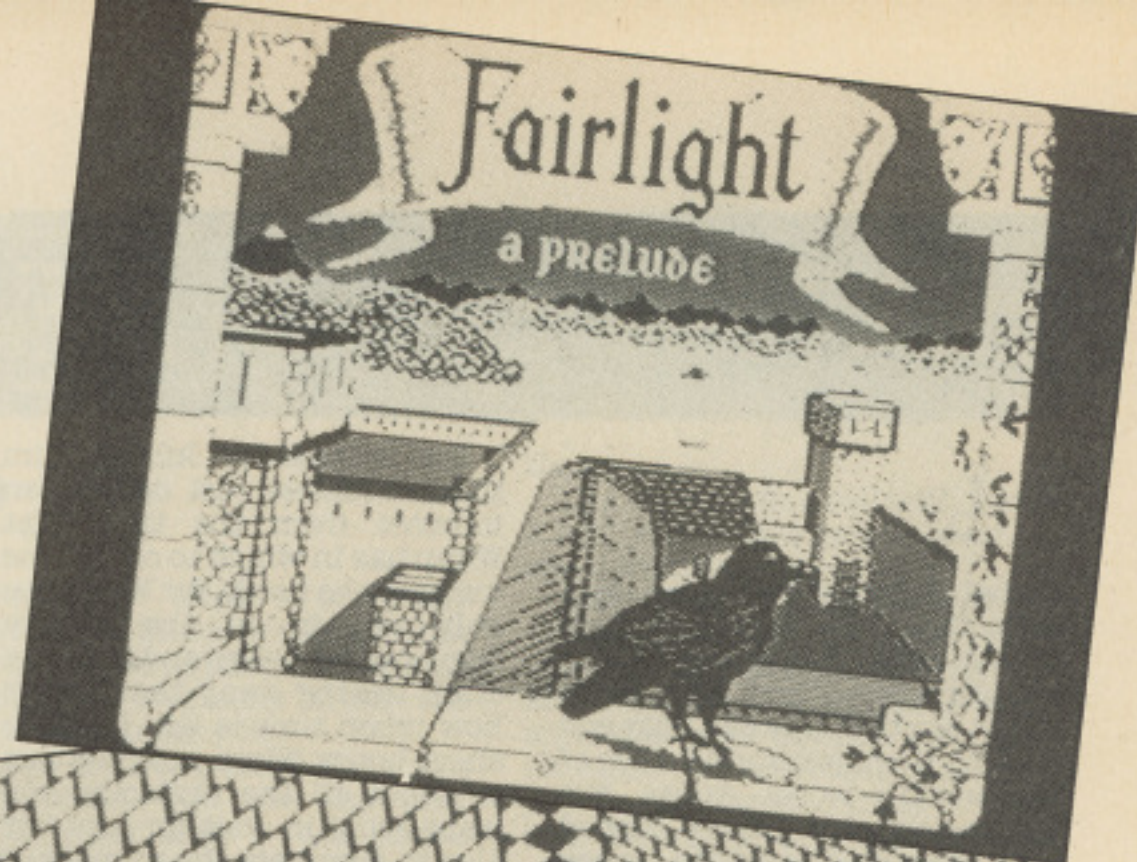
Title:	Fairlight
Computer:	C64 and Amstrad
Supplier:	The Edge
Price:	£7.95

Originally a highly rated game for the Spectrum, Fairlight has now been converted to the C64 and Amstrad. It is an arcade adventure featuring some highly detailed graphics and a plot that, unlike most of its rivals, evokes considerable atmosphere.

The land has fallen into a state of terrible ruin over the centuries. Only Castle Avars still stands although no-one in living memory could remember gaining entrance to it. All this was far from the mind of our hero Isvar though as he entered Ogris's Wood. Things soon change as you meet Ogri and get taken inside the castle. There, it is explained to you, you must discover the Book of Light which will enable magic to return to the land and, more importantly, allow you to escape.

The game creates the atmosphere of the castle very well with rooms full of furniture and walls adorned with coats of arms and torches. You quickly discover that the laws of physics have been built into Fairlight. If you push a chair, it moves faster and further than if you push a table and although you have five pockets to carry things in, this may not be the case if you decide to pick up heavy or bulky things, These are nice touches that add considerably to the game's playability.

Controlling your character takes some getting used to for apart from moving, there are pick up, drop, use, fight and jump commands to be mastered. fight is needed as there are several guards and trolls who are intent on stopping you as well as some vicious monks. The first part of your quest involves finding a crown that is hidden on top of a door somewhere so you must wander round picking up suitable objects which can then be dropped in the appropriate place so that you can climb up your improvised staircase and get the crown. You are warned that a lot of items have uses and are not what they may seem to be at first. It is also important to keep a look out for food as this will help to resotre your flagging energy.

Fairlight is definitely a superior arcade adventure and one that will keep you puzzling for a long time. One final bit of good news is that a sequel — Fairlight II — is already being planned and having had my appeitie whetted with this excellent game, I can't wait.
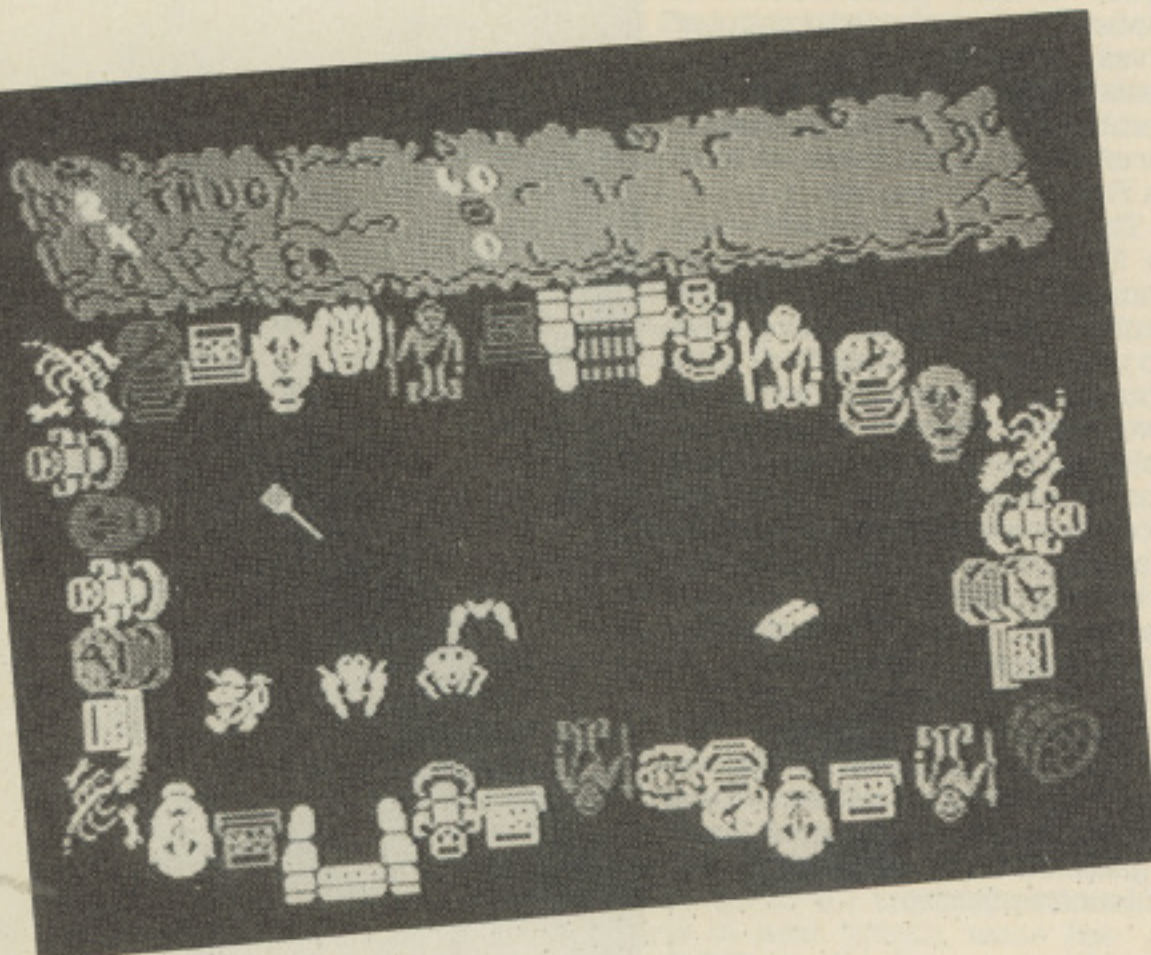
PLANET RATING

Originality	●●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING

Nova ☼

40

Gordon Hamlett is captured by the spellbinding world of Heavy on the Magick

Apex the ogre appears

Some people never learn, do they? If you are going to tell dubious stories about wizards it would seem to be a reasonable idea to make sure that the subject is not within earshot. And this is especially true if that subject, a certain Master Therion, is rumoured to be the cleverest magician in Icemark, if not the whole of Graumerphy. So it really comes as no great shock to find yourself teleported up to your ankles in murky water deep in the midst of a depressing and no doubt dangerous dungeon.

You are Axil the Able. Well, not very able really but people are polite in Graumerphy. You only just scraped through your examinations and are now ranked as a Neophyte — the lowest of the low in your chosen profession of magician. Your lack of talent though doesn't stop you from picking up a book from the table in front of you. Although a lot of it is incomprehensible jargon about spirit procurements and astral phenomena, you recognise it as being of a magical nature and are convinced that it will be useful to you as you try to escape from your predicament.

Heavy on the Magick is a graphical adventure game from Gargoyle Games. The command structure is of the traditional verb-noun variety with the verbs input as single keystroke entries. You tend not to notice the way text is entered though as you sit back and admire the superb graphics. Anyone who remembers the large cartoon style characters of Gargoyle's previous games — Tir Na Nog and Dun Darach wil be delighted to know that Heavy on the Magick features graphics that are even bigger and better. The top two-thirds of the screen are devoted to the graphics window with three smaller information windows underneath. The illustrations depict the room that you are in with any tunnels or passages leading off, your character and any wandering monsters, objects or summoned demons that happen to be present. Apart form Axil's animation, about one in ten of the 250+ rooms feature additional animation.

The windows at the bottom of the screen are the information command and status boxes. The information box displays details of your inventory, location descriptions, character details and exit directions. Your status is assessed on three values — stamina, skill and luck. Their

Will the cabinet contain treasure or a trap?

levels are determined at the start of the game but you can juggle with the initial values if you so desire. Stamina and skill are used to determine the outcome of any combat whilst luck is important in just about every decision that you make. Throughout the course of the
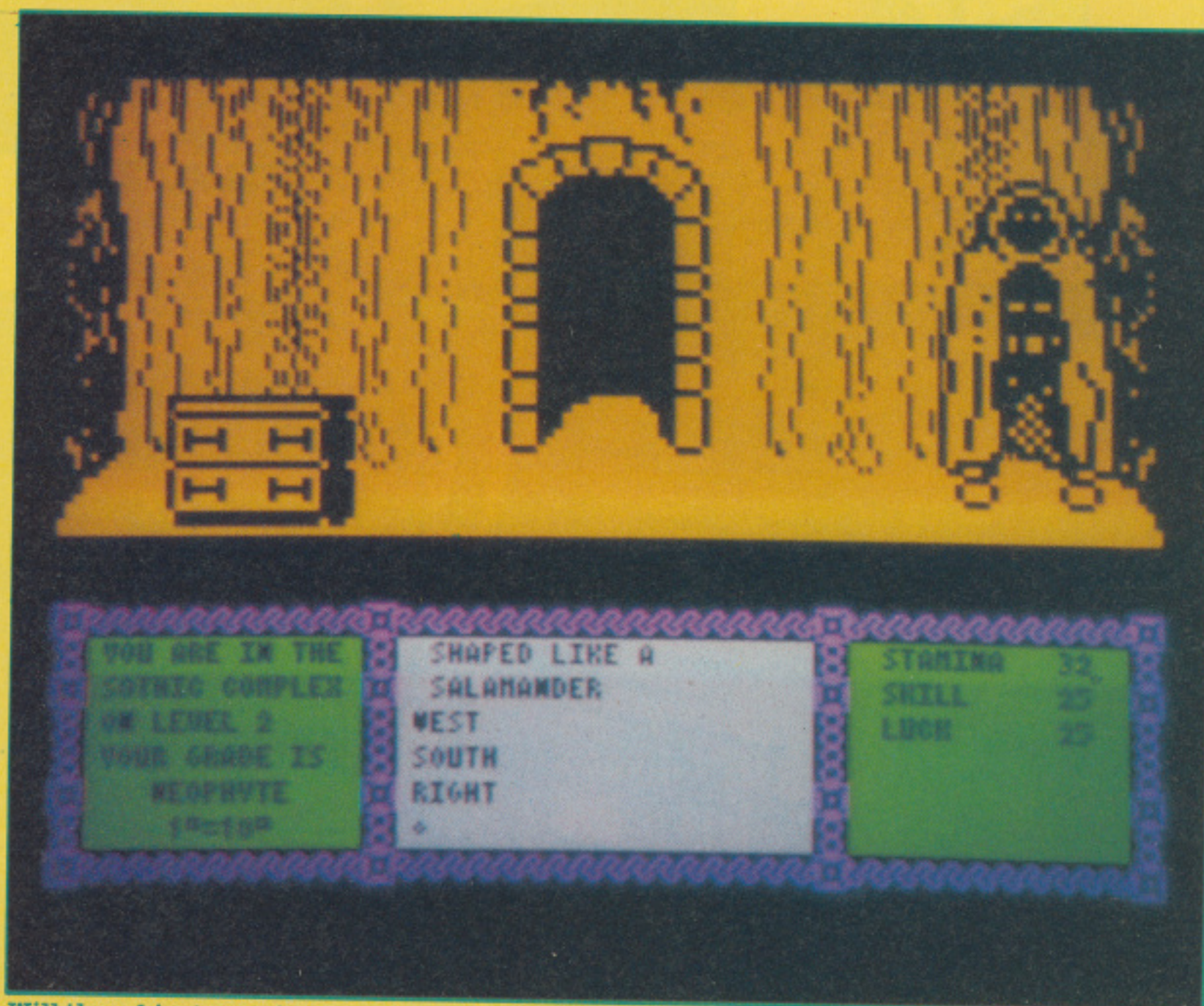
game, these numbers will go up and down as you eat food, get wounded, pick up useful objects or poisoned ones. The most important thing to keep your eye on is stamina, for if it reaches zero, you die.

Your journey through the dungeons is made that much

harder by the presence of wandering monsters. These include giant rats, skeletons, trolls, wraiths, hydras, Medusae and assorted lycanthropes — werewolves to you an me. Most of these you will need to kill outright before they do the same to you but some you will have to
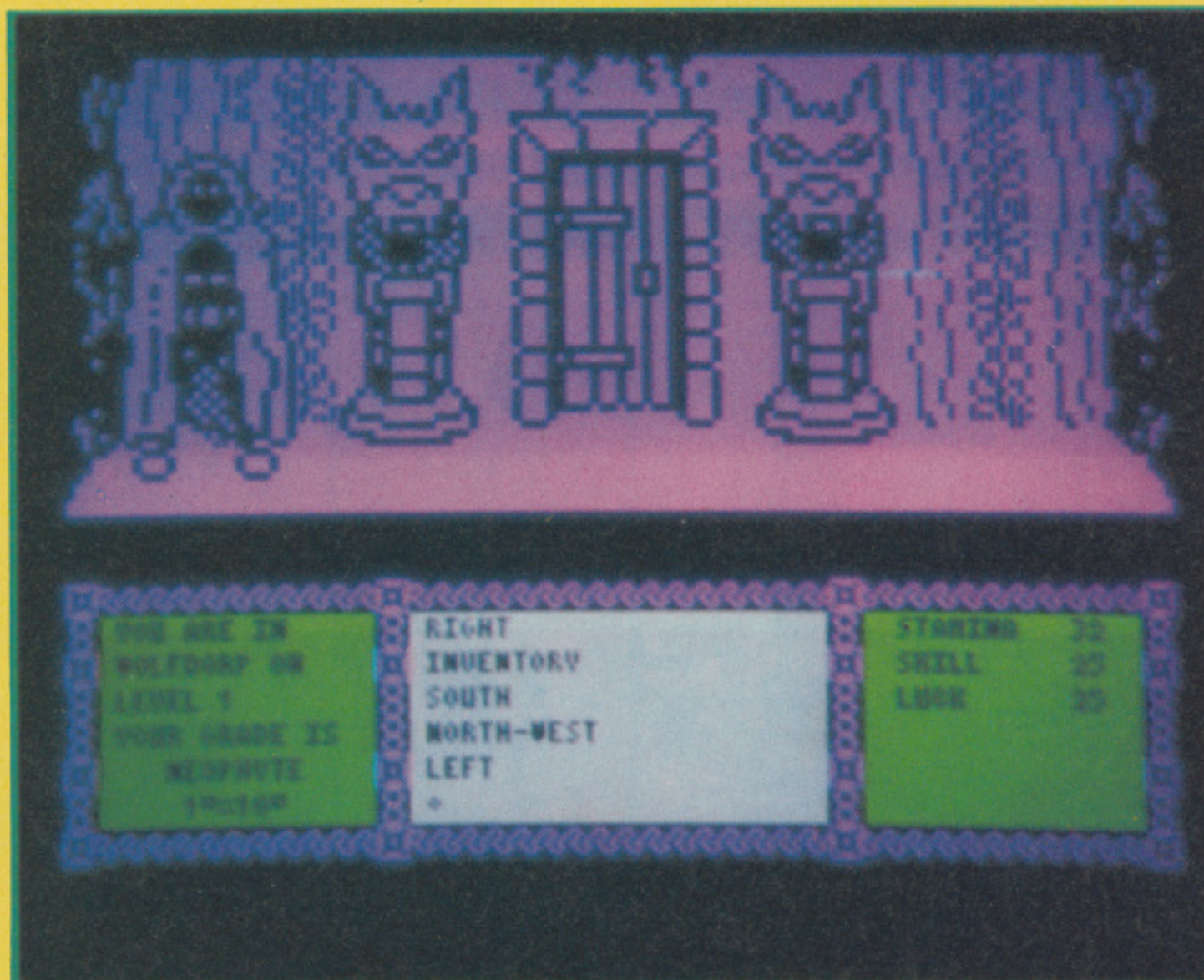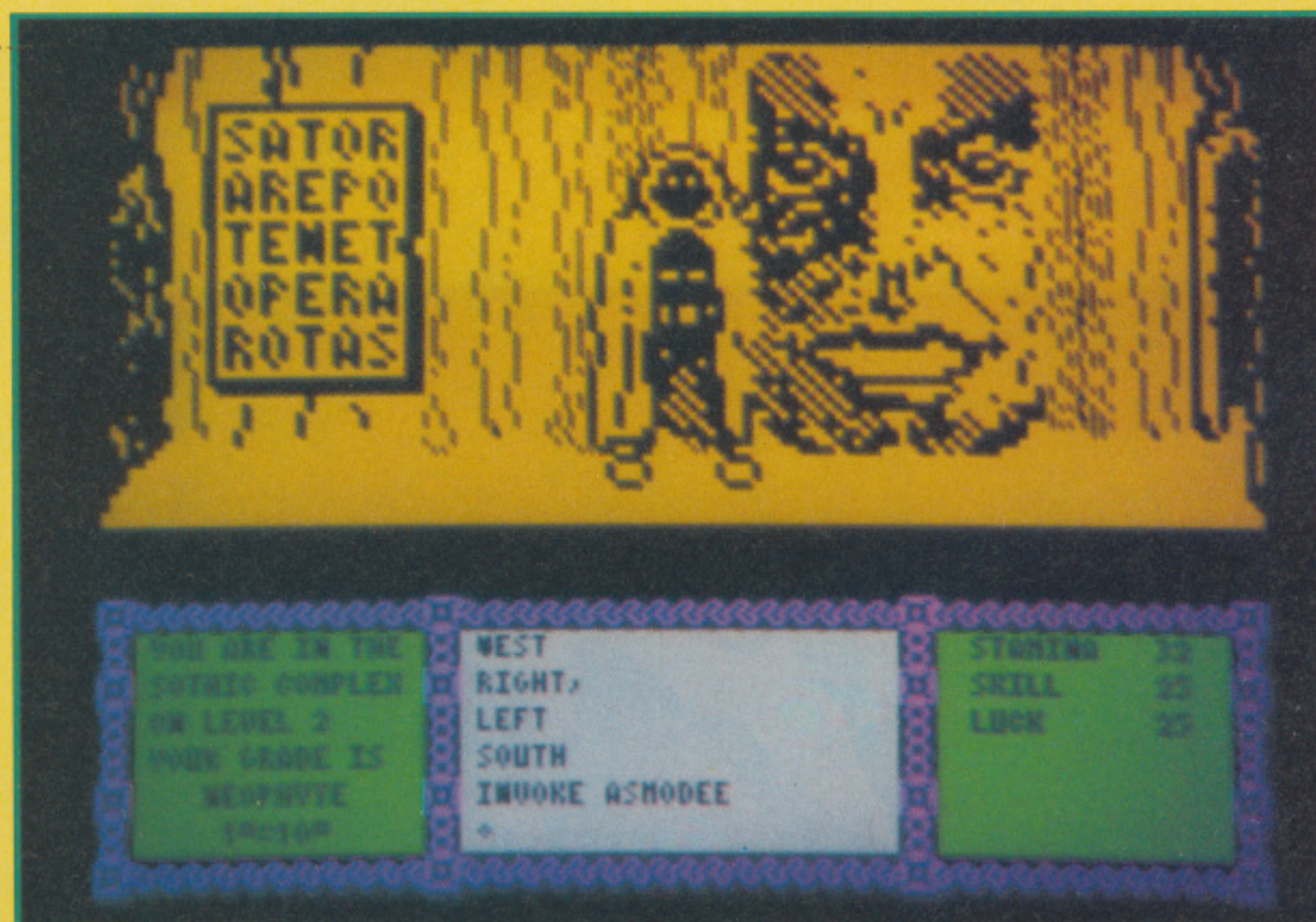
Heavy on

The entrance to wolfdorp

Asmodee a demon is summoned

you wish to examine and rooms that you want to enter will be locked and a lot of your time will be spent searching for a password which can then be uttered in the appropriate place.

You start off with only three spells in your book although as your progress, there is more magic to be encountered. some of this is spells that can only be used once, others get magically written into your grimoire. Your three initial spells are 'Blast' (already discussed under combat), 'Freeze' an object or monster, and 'Invoke'. this last spell summons one of four demons to your presence — Asmodee, Astarot, Belezbar and Magot. These demons all have different powers and must be summoned only when necessary as some of them object strongly to being disturbed. Before invoking a demon, you must possess certain objects such as the correct talisman. Hints as to what else is required are given in the instruction book.

One of the nice things about Heavy on the Magick is its attention to detail. If you input an incorrect command, Axil shrugs his shoulders in incomprehension. If you take poison, he clutches at his throat. the entire magick system is based on ancient treatises as is your promotion through the ranks to Zelator, Practious and hopefully eventually to Magus.

Should you find your way out through one of the three exits, there may well be more in store for you as Gargoyle are hoping to bring out several expansion modules in which yuou can move your character and key objects from one game to the next.

Heavy on the Magick is a highly original, well presented game which will keep you quiet for ages. My only complaint is that the spells don't work in real life although there are rumours that the editor has horns and a pointed tail!

Heavy on the Magick is available on the Spectrum with 128 Spectrum, C64 and amstrad versions coming soon.

PLANET RATINGS

Originality	5
Graphics	4
Use of machine	4
Value for money	4

STAR RATING

Nova

talk to in order to get help or clues. One character who at first sight looks mean and nasty but is really quite friendly is an ogre called Apex the Aider and he crops up time and time again. All combat is resolved by magick — usually involving the 'Blast' spell. Before you cast the spell

though, be sure to look at the opponent's stamina and cunning levels and compare them with your own stamina and skill. If it is much higher than yours, you are likely to come off second best in any ensuing combat.

Once you have disposed of any

monster, you are free to examine any objects that may be lying around, such as chests, cabinets or tables. Here you may find food, scrolls, talismans, books and so on. Be warned, a lot of the items that you find will be positively harmful and should be dropped immediately. A lot of things that

the Magick

FROM A STARBASE IN SYSTEM CURASI

PLEASE REPORT TO THIS STARBASE, REGARDING A STOLEN POD.
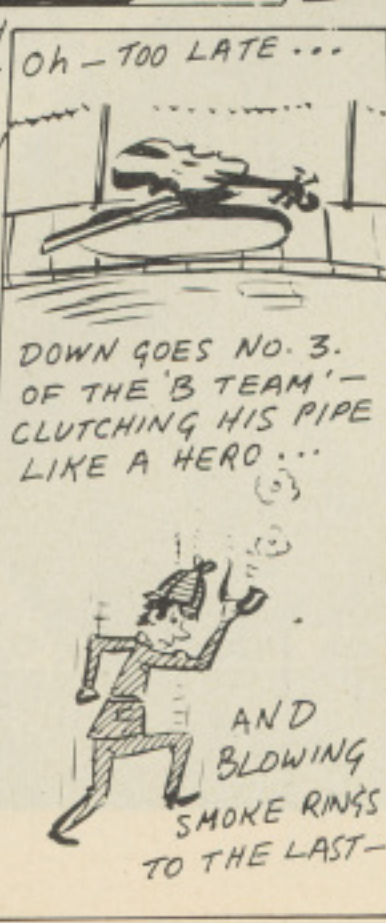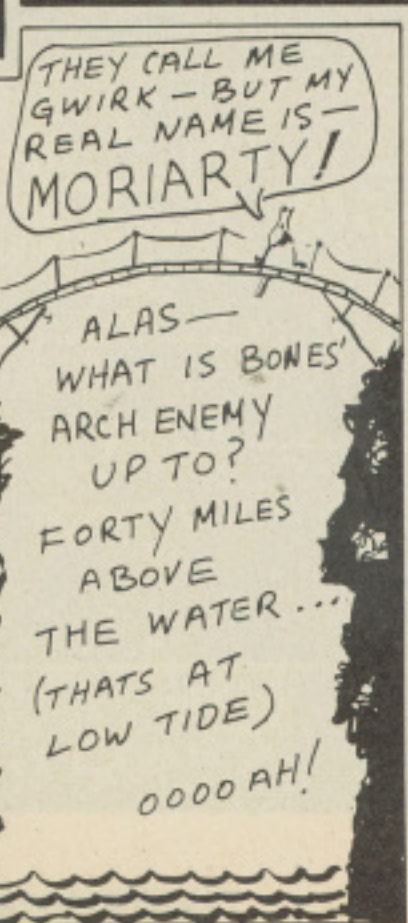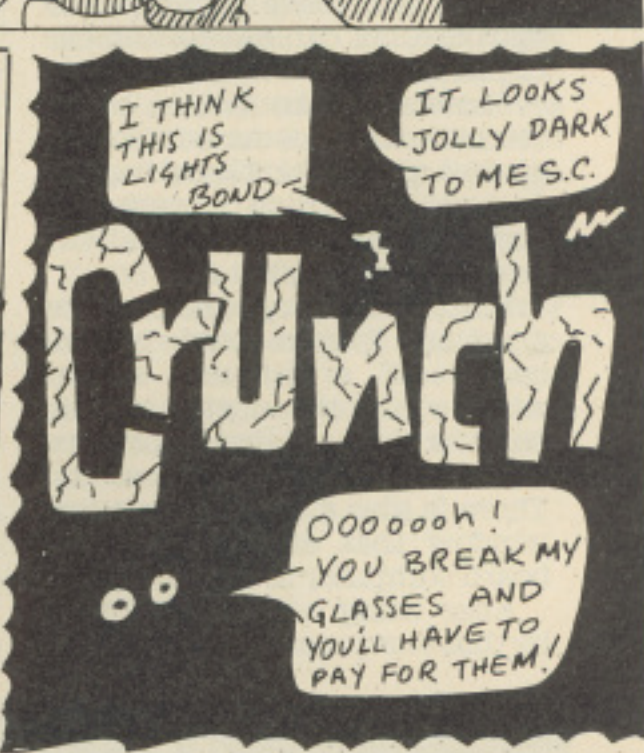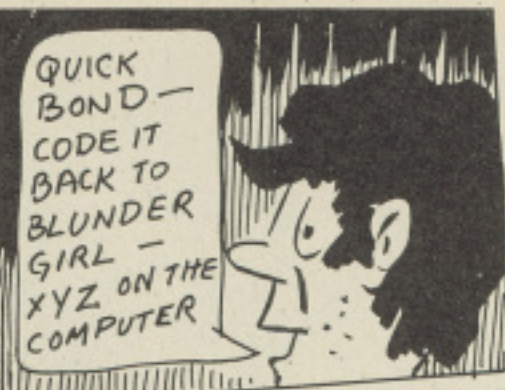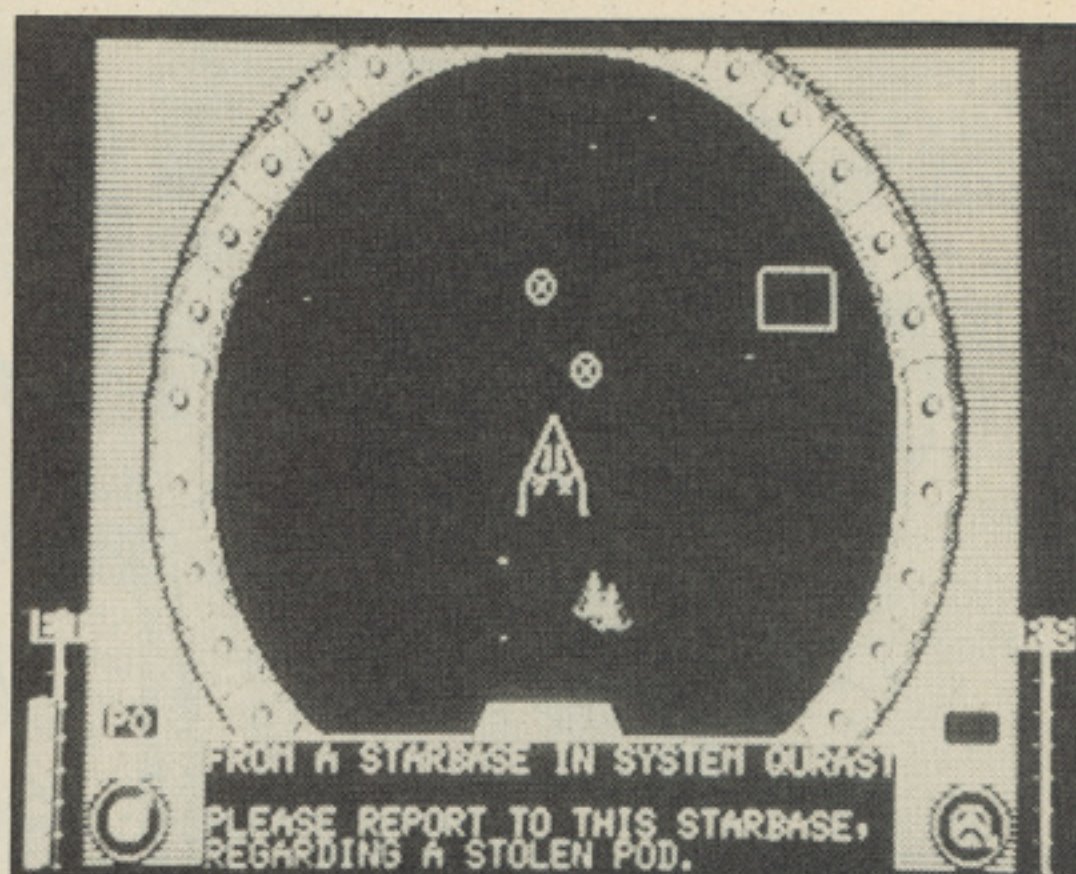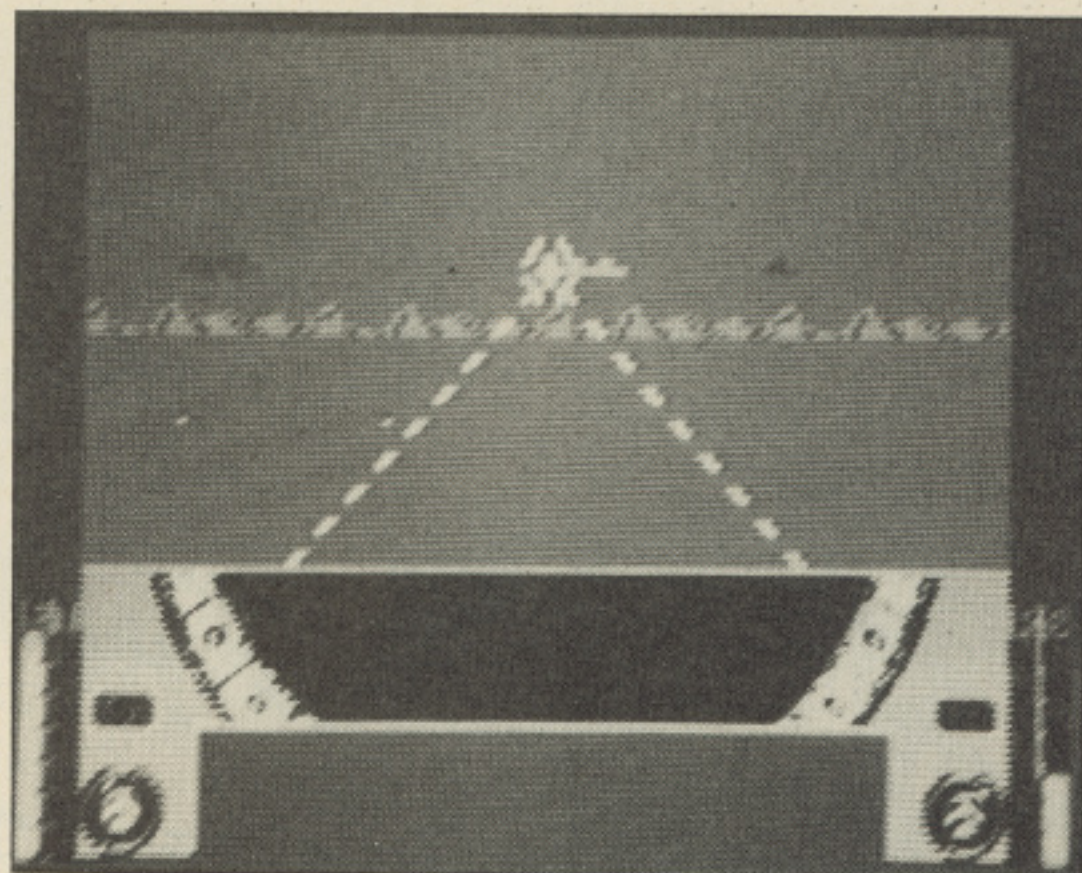
46

**Can Firebird follow Elite?
Mike Roberts looks at Empire, a
game of space fighting, trading,
special missions, etc. etc. . . .**

Empire is the latest offering from Firebird Gold. Trading basic commodities, fighting off the alien invasion, and avoiding the plague are all parts of this game.

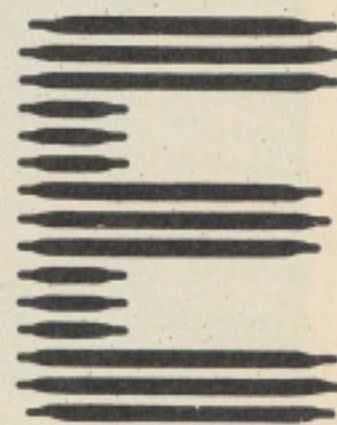The game is based around a galaxy full of star systems. Each system will have at least one starbase, but can have a number of planets.

Planets can be landed on to retrieve the commodities or special pods. Starbases can be docked with to trade or communicate with, and aliens (as always) are shot at!

Empire starts up with the wire graphics Empire logo in the centre of a circular action window. On the ouside of this window is the status indicators and directional instruments. There is also a communications window that enables your on board computer to talk to you.

After being wished good luck by that computer, you are thrust

into a 'Starship Commander' type environment. For those games players too young to remember what game that was, it's a bit like Asteroids — except that the whole screen swings around you. Instead of you spinning and the rest of the universe standing still.

As you materialise, you notice many aliens swarming around you. Shoot at these with your missile launcher, which shoots little dots in the same way that the ship does in Asteroids.

After ten units click away on the clock, a message comes through on your computer saying that the local starbase needs more fighters. As all you've been doing for the last few minutes has been shooting aliens, that looks like a good thing.

First you have to find your star base, this is done by a detector on the left of the screen that shows direction with an arrow and

distance by the brightness of the indicator. Finding the space station (two circles orbiting a planet) means that you have to dock. This is accomplished by sliding in between them and stopping in the appropriate point.

Once in the starbase you have access to all the starbase functions such as trading, getting pods (more later), enquiring about mission information, and saving the game. All information is rattled out on the screen with a small figure of a starbase person whose mouth moves in tune with the words.
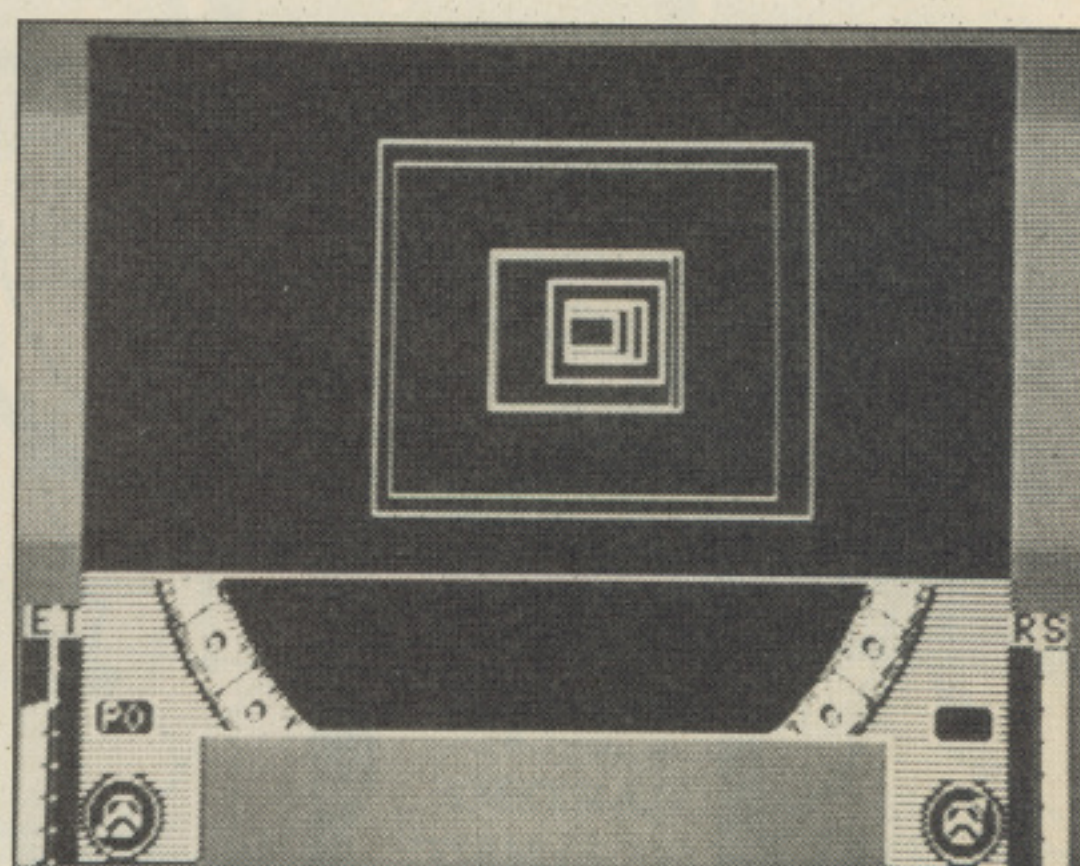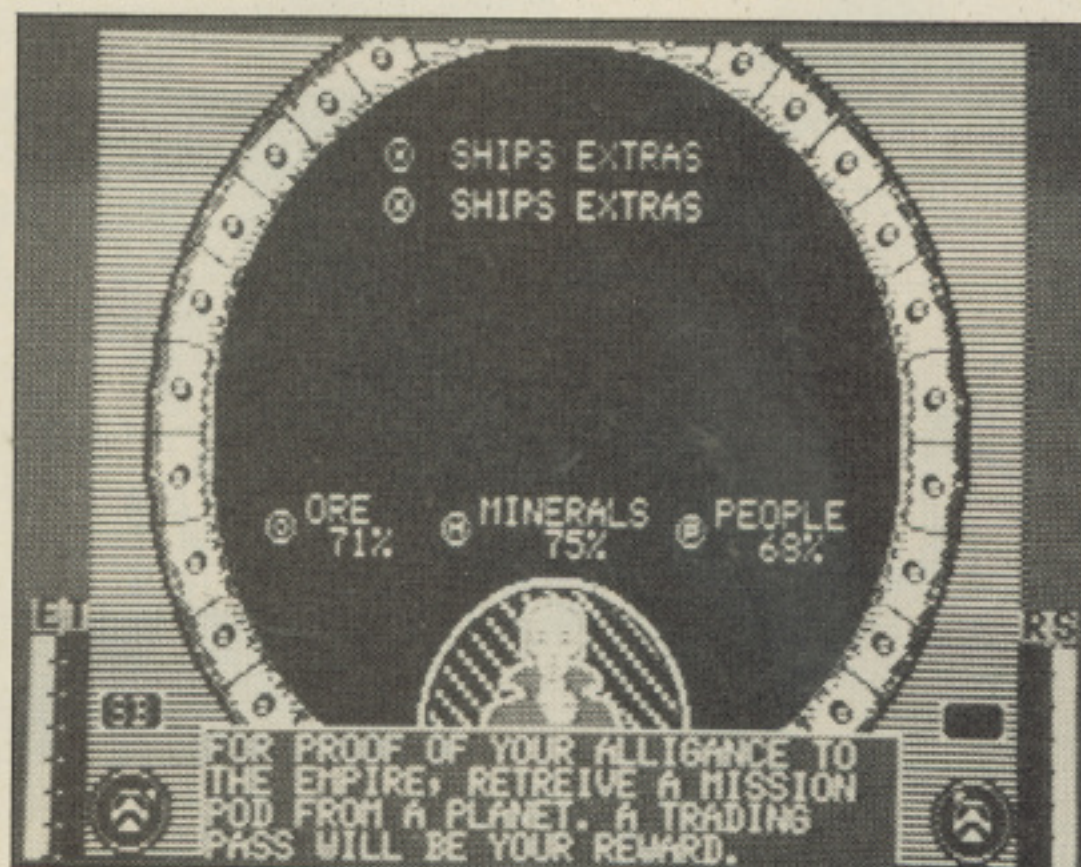
When you have selected your pods or whatever, you can de-dock from the starbase and fly out into the wide world. Pods (the standard unit of cargo is the pod — a small circular object), are deposited just outside of the space station for you to pick up. You do this by extending your
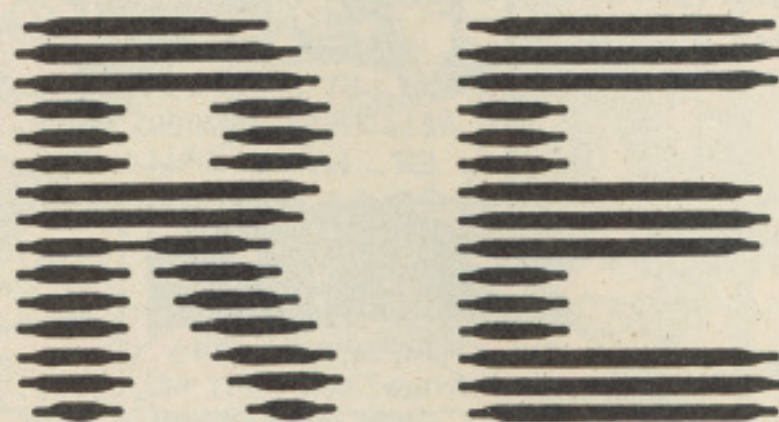
tractor rope, you then use this to hook up the cargo by careful manoeuvring.

Pods can carry cargo or special additions for your ship — such as shield generators, better manoeuvring ability, intersystem hyperspace, gravity drive, etc. etc. In fact there is a large number of additions that you can get for your ship, indeed, you can even change your ship for a bigger one.

As the game unfolds you get different missions to do things, some of them are rather weird — such as recovering the emperor's after shave! Other missions are more straightforward — such as investigating a stolen pod in an alien star system.

Star systems are ruled by either the Empire, the Aliens, or you. I don't know about this last option, but it looks interesting for galactic conquest possibilities. Alien ruled systems

⊗ SHIPS EXTRAS
⊗ SHIPS EXTRAS

ORE 71% MINERALS 75% PEOPLE 69%

FOR PROOF OF YOUR ALLIANCE TO THE EMPIRE, RETREIVE A MISSION POD FROM A PLANET. A TRADING PASS WILL BE YOUR REWARD.

YOU MAY USE O TO JUMP TO MARKER
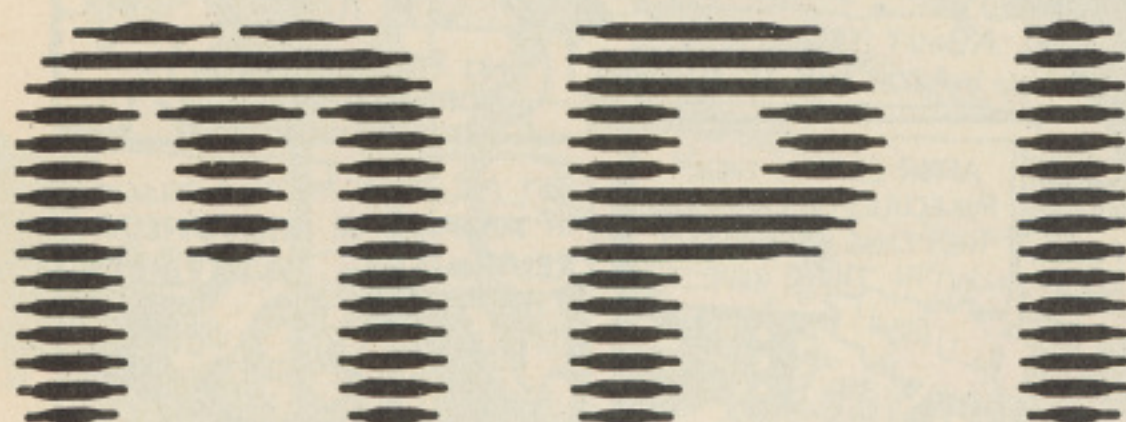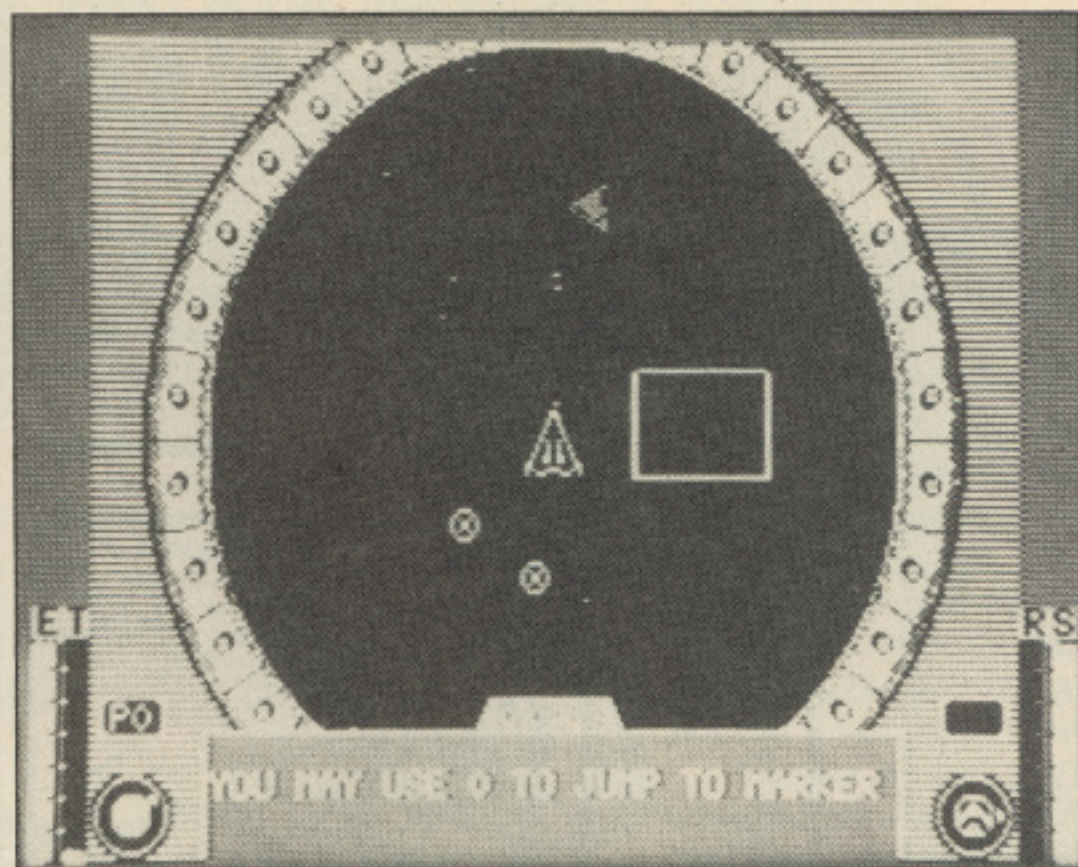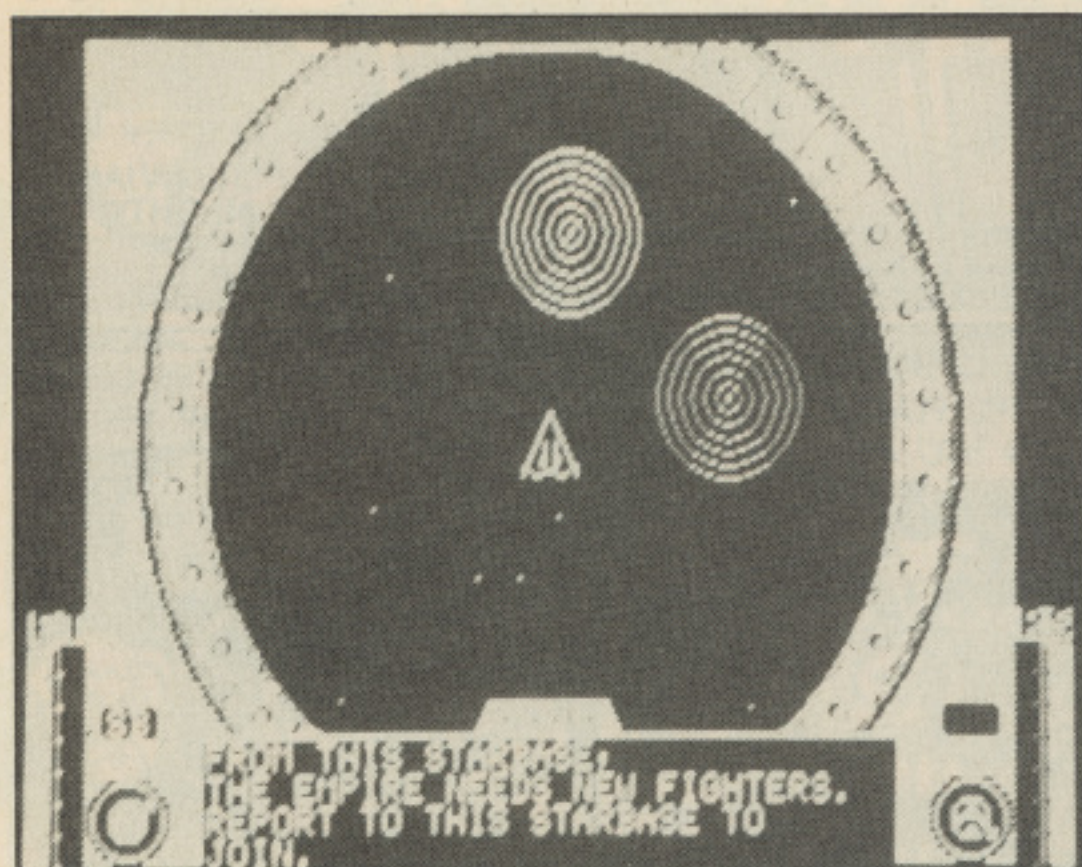
EMPIRE

mean the aliens which attack you are more numerous than normal and also a bit more viscous. Systems can be got back to empire rule by killing lots of aliens, you get well rewarded.

Plague systems infect you as soon as you enter them, and you will infect any system that you then visit. There is a cure — but like everything in this game, you have to find it.

The graphics are reasonable at best, and gaudy at worst. The best bits are inside the starbase, where the litle animted figure talks to you. Other graphic bits include the galaxy map which is functional, and the star system map which is very good. All the orbits of the planets are marked out along with the position of aliens, pods and any other objects that might be useful.

You can even zoom in to the area of the map that you're in to get a better look. A pointer can be manoeuvred around the system

and your navigational pointer altered to guide you towards it.

This is useful for finding things like the warp gate that lets you into the planet. These are rectangles that appear in orbit around planets. enter one of these and you get a nice animated tunnel to fly down. through this with no problems and you appear on the planet's surface. This bit features a great animated 3D bit where your ship rotates around for level flight. If the 3D routines are there — why weren't they used more?

On the planet's surface you are greeted by a gaudy landscape with 'trees' flashing towards you. How many trees is dependent on how accurately you flew down the orbit tunnel earlier. If you were a bit sloppy then you come down further from your target site.

Once at the site, the scene gets even more gaudy and lots of nasties start to flash towards

you. You must use your navigation system to find the supply centres or the exit ramps. These look like different coloured pyramids that you ram to pick up pods with some of the usual goodies in.

There is no adequate explanation for why the planets in friendly systems are full of beligerent nasties, but I suppose it would be a bit boring otherwise.

N.B. tip for entering the warp gate, the faster you hit it the faster the ground sequence will play, so go slowly!

After you exit, the pods are found floating around the warp gate and can be picked up in the usual manner with your tow ropes. If any pods need to be returned to the starbase then retracting your ropes within easy reach of the space station this causes a tractor beam to go out and slowly pull them back in. this is one of the most

impressive graphical sights in the whole game, despite its relative simplicity.

On the whole, this is a game that will take a long time to get into, the save function will be very useful here!

Empire is desperately trying to be an Elite type game, but with some changes. In Elite you get few missions. In Empire, all you get is missions! this improves the game as it makes it more playable. Certainly the large number of ship additions that are available and objects to be found will make the game more interesting as you will never know what is coming up next, in direct contrast to Elite where you sometimes just have to take on 15 police Vipers with a single pulse laser and no missiles to relieve the tedium.

1.TRADE 2.TAPE 3.MISSION 4.PODS

YOU MAY USE O TO JUMP TO MARKER
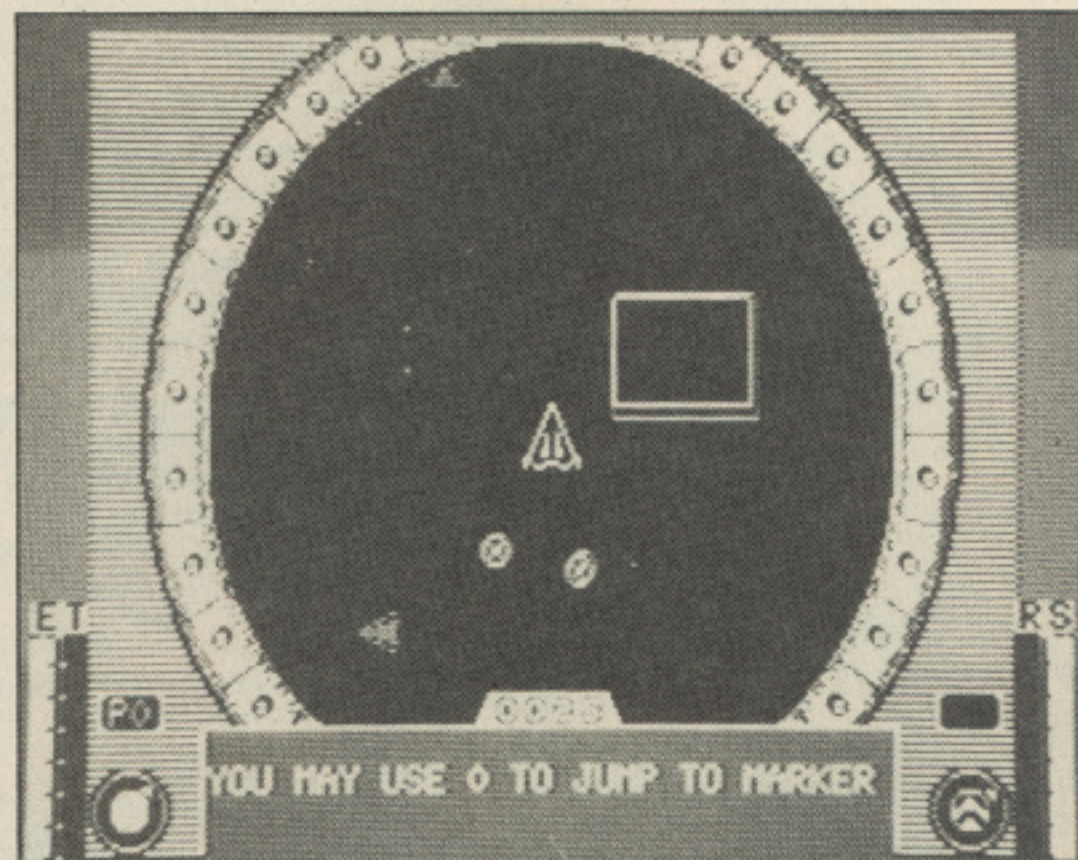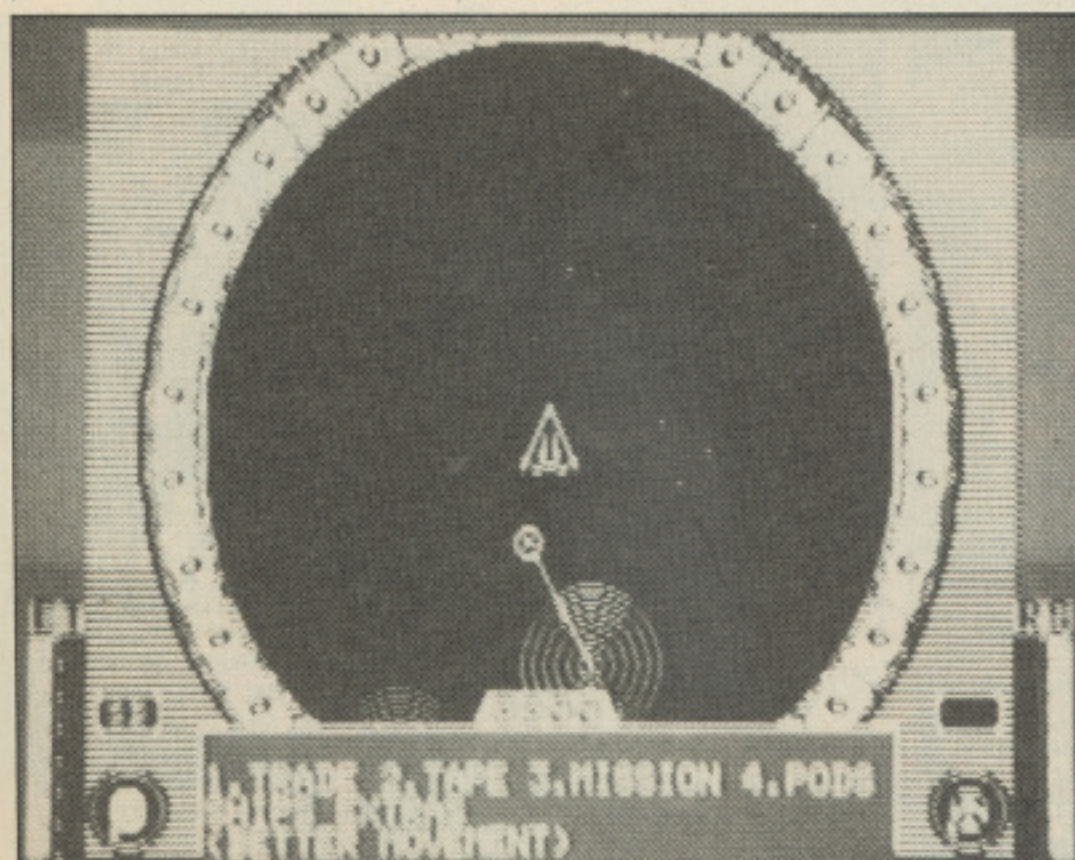
SOCK, UNDERPANT AND SKVIDJIBØD HAVE BUST THE OMNIBUS' COMPUTER, SO SEALING THEMSELVES INTO ONE CHAMBER WITH ABOUT 3 HOUR'S OXYGEN. THE MASSIVE FREIGHTER IS LEFT IN FREE FLOAT, AND THERE AIN'T NUTHIN' THEY CAN DO EXCEPT PUNCH EACH OTHER, HAVE TANTRUMS, ETC, AND LOTS OF OTHER OXYGEN-CONSERVING PASTIMES. AND THEN...

THIS IS THE SLOBVIAN SCOUTSHIP, MILDREDNOUGHT! DO YOU READ?

IS DUR RADIO VURKING?

NO - WHO, OR WHATEVER IT IS, IS USING A HAILING DEVICE... BUT CAN IT HEAR US?

LET'S FIND OUT... HELLO! S.S. OMNIBUS HERE... ER... WHO'S CALLING?

THIS IS HORRIUN GRUST OF THE PLANET SLOBNIA... DO YOU READ? OVER!

SURE WE READ!

HOW ABOUT TELEVISION? DO YOU WATCH ANY TELEVISION?

ALL THE TIME... BUT WE'RE SORTA DYING RIGHT NOW, AND SO...

I'LL BEAM YOU ONTO MY VESSEL! HOW MANY OF YOU ARE THERE? MY PICTURE IS INDISTINCT!

TWO PEOPLE AND A NORWEGIAN!

BLORT! DOT IS DUR LAST INSULT I TAKE!

AW, C'MON, SKVIDJ! I WAS ONLY PLAYING! DON'T HIT ME!

SKVIDJ, DON'T DO IT WHILE IN MID-BEAM! YOUR MOLECULES ARE TOO UNSTABLE! YOU'LL...

PUNCH

VOOPS!

DON'T FLEX YOUR FINGERS LIKE THAT - IT TICKLES MY BRAIN...

AFTER GETTING THEIR MOLECULES UNSCRAMBLED, THEY COME FACE-TO-FACE WITH THEIR HOST...

BLURGH!

GIMMEA SICKY-BAG!

UGLY! UG-LEEE!

VOMIT CITY!!

LET ME GUESS - YOU'RE A DELEGATION OF DIPLOMATS FOR INTERPLANETARY RELATIONS!

GAG - NO, WE'RE SUPPOSED TO BE PILOTING A CARGO SHIP, BUT THE COMPUTER'S BUST. SORRY ABOUT PARKING OUTSIDE YOUR PLANET!

WE HAVE THE MOST ADVANCED COMPUTERS IN THE GALAXY - BUT LOUSY TELEVISION...

YOU'LL STAY HERE AS OUR GUESTS UNTIL WE CAN GET YOU FIXED UP!

TAH

YOUR CAR RUNS WELL, HORRIUN!

A COMPUTER IN EVERY JOINT! I'M TAKING YOU TO MEET SOME COMPATRIOTS OF YOURS...

THUMPH

NIGHT SPOTS

COMPATRIOTS? WHATCHOUMEAN?

KOFF

KOFF KOFF

YOU'LL SEE. FOLLOW, PLEASE!

CRIMBO, BUT YOU SLOBVIANS KNOW HOW TO LIVE IT UP!

WELL, WHO'S GOING TO STAY IN WATCHING A 30-LINE SYSTEM TV?

I NOTICE ALL SLOBVIANS LOOK TOTALLY DIFFERENT...

I NOTICED ALL YOU CHAPS LOOK SO ALIKE - VERY CONFUSING TO FOREIGN SPECIES. I'M SURE... NOW MEET COLIN FITZGIBBON - YOU ARE COMPATRIOTS, NO?

HI THERE!

COMPATRIOTS, MY HAT! BUNCHA FLAMIN' HARICOTS WHO COULDN'T DRINK SHANDY IF YOU WATERED IT DOWN! WHY CAN'T YER CATCH SOME AUSSIES, TOAD-FEATURES?

CATCH? BUT THESE ARE OUR GUESTS... AS YOU ARE, COLIN!

DON'T GIMME THAT OLD TOM, YER RATBAG! THEY'RE PRISONERS... AN' I'LL KILL THE BLIYDUZ BEFORE THEY TELL YOU THE SECRET OF HIGH-DEFINITION T.V....

PULL YER HEAD IN, COL.! IF THESE DRONGOS HAVE ANYTHING TO SAY ABOUT TV, I WANNA HEAR IT!

VALDA!

I WANNA KNOW IF ALL MY GREAT GREAT GREAT GRANNY SAID ABOUT "THE SILLIVANS" IS TRUE, SEE?

NEXT MONTH: THE TRUTH ABOUT COLIN, THE FIBS ABOUT HIS SISTER, MORE GRATUITOUS FISTICUFFS, A MAD CHASE AND A TALK ON SINKS! (IF ROOM)

ROBIN EVANS '86

Psi-S Trading Co is a strategy game that will keep you on the edge of your seat. Eric Doyle boldly goes where no man's gone before.

Psi 5 TRADING COMPANY

DESIGNED BY
MIKE LORENZEN

GRAPHICS
MIMI DOGGETT

MUSIC
ED BOGAS

Copyright 1985 Accolade, Inc.

3D view of view fore and aft. Usually packed with enemy ships.

Yeela in weapons is on the communications screen.
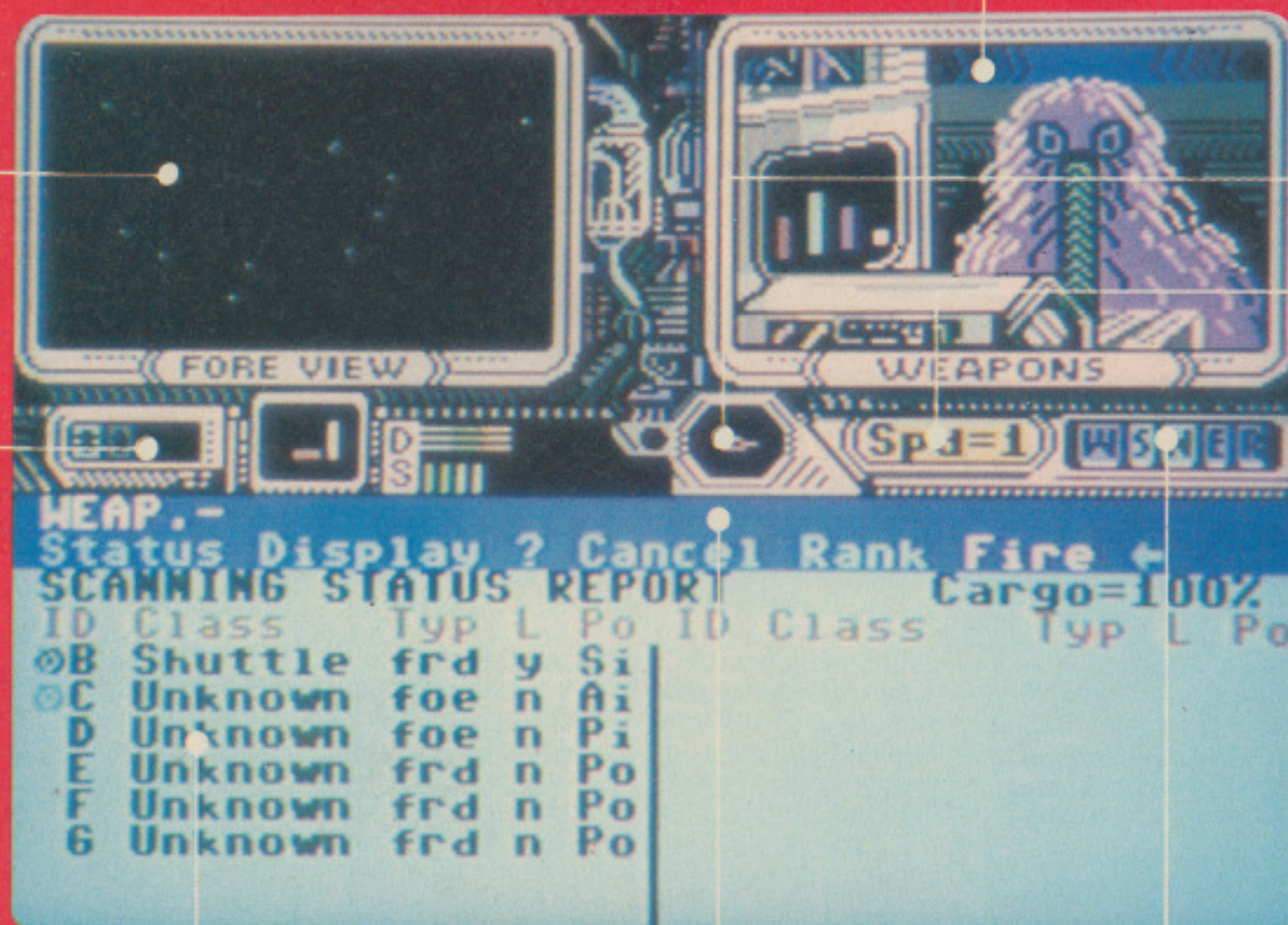
Navigation compass

Warp speed indicator

FORE VIEW

WEAPONS

Sp d=1   WS E R

WEAP.-
Status Display ? Cancel Rank Fire
SCANNING STATUS REPORT   Cargo=100%
ID Class   Typ L Po ID Class   Typ L Po
⊙B Shuttle   frd y Si
⊙C Unknown   foe n Ai
 D Unknown   foe n Pi
 E Unknown   frd n Po
 F Unknown   frd n Po
 6 Unknown   frd n Po

Weapons indicators signal trouble if they go out.

Weapons current status showing target priorities and weapons that Yeela will use (hopefully) to blast them.

Duckshoot menu lets you talk to the other departments.

Message indicators light up when the crew wants to talk to you.

Engineering Department Candidates

Craven   Wilfo   Anthony

Fligronk   Sheema   VX-4

Use joystick to select candidate
Press button to see personnel file

Anthony Frisina, a candidate for engineering but he gets panicky when the action hots up.
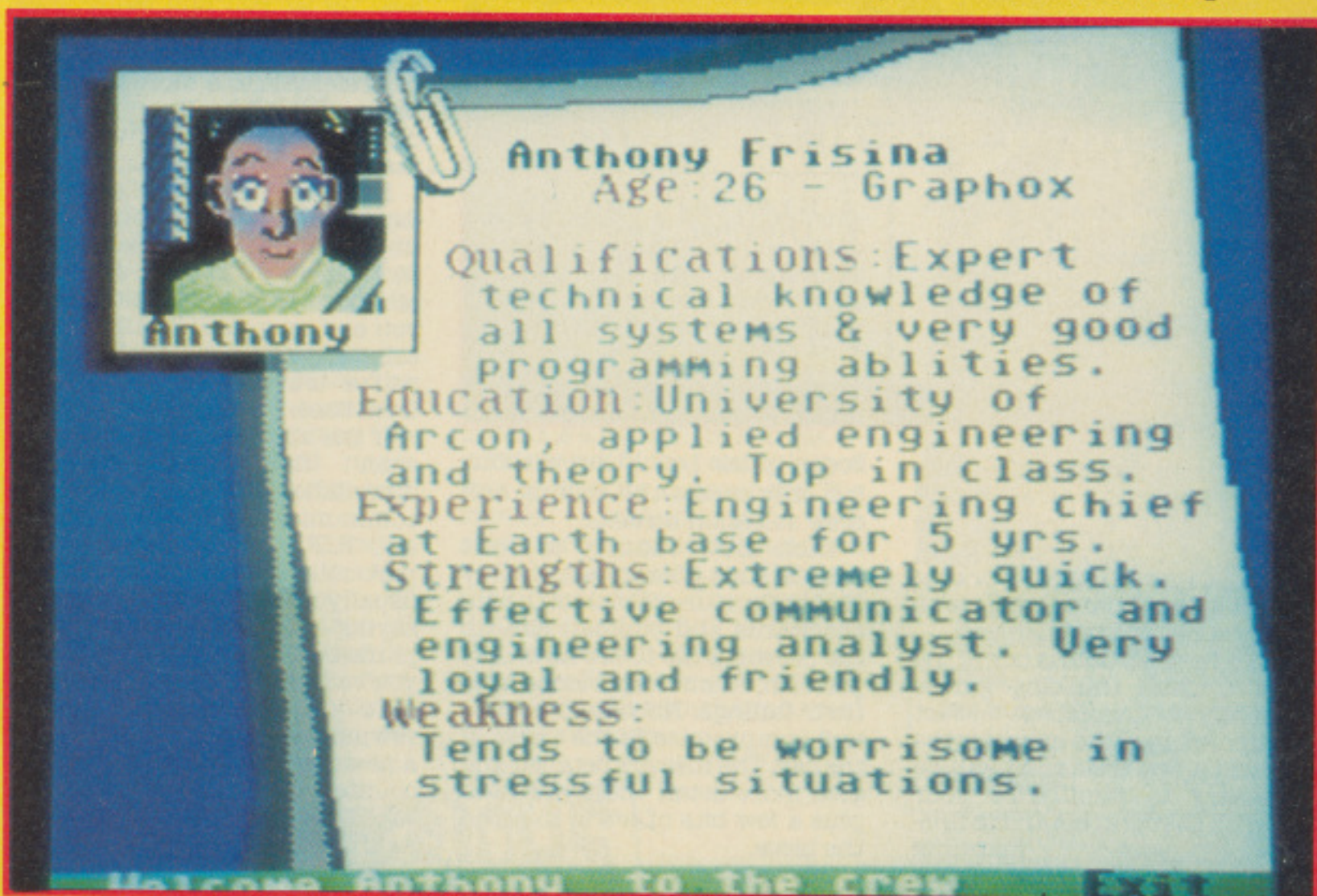

Anthony Frisina
Age:26 - Graphox

Qualifications:Expert
technical knowledge of
all systems & very good
programming abilties.
Education:University of
Arcon, applied engineering
and theory. Top in class.
Experience:Engineering chief
at Earth base for 5 yrs.
Strengths:Extremely quick.
Effective communicator and
engineering analyst. Very
loyal and friendly.
Weakness:
Tends to be worrisome in
stressful situations.

Welcome Anthony to the crew   Exit

At last I've gained my first commission as a space freighter captain for the PSI Trading Company. With the assistance of my Commodore 64 I should cope admirably .but first I must choose a crew.

Thrity applicants for the five key support sections is not a bad start for a greenhorn captain. Who shall I choose? They are all so keen even though I've chosen the softest operation of the three I was offered. After all, who in their right mind want to break their neck hauling Prebliks to Splyteeux or Grananas to Zipo Aga when they can sit in front of a carge of Nucliarc on a short haul to Kozzar 7?

Crew, I must select the crew. Let's see who we've got for the weapons department. I see that hot-head Bullseye Zott's still doing the rounds. He was a real pain on Uranus, bragging about his gunnery skills. OK, so he may be an ace on blasters, thermos and cannon but he could't hit a Boron door with a missile if he was sitting on its handrail!

Boris Tarkov is just as bad he's a spot on gunner but he's liable to shoot himslef if you put a blaster in his hands. Skullard goes to pieces when the going gets tough and Grolo would eat all the food supplies before we'd gone three parsecs.

The problesm of command! Do I really need all this hassle? If I'm honest the answer is no but $12 million is not to be sniffed at. Neither is Yeela for that matter, smells like a yak he does. What can you expect with all that hair after 270 years. His home planet, Glork, must be revolting. To think he spent 110 years helping to defend the god-forsaken place from attack. Should have let the invasion fleet land, the smell would've finished them off for sure!

Who've we got left? Oh no, not a droid. I remember the last Vaccudroid, I'm sure the name's derived from the vacuum between their ears. When the captain said fire back comes the reply, "In what sense of the word do you mean that? Are we on fire or would you like me to blast away anything that moves? Really you must be more precise". Old Captain Krik ended up taking a sonic wrench to that blighter in the end.

Looks like we're stuck with Yeela. At least he's telepathic so I won't have to get too close. It does mean I'll be spending my time on the videocom politely suggesting he pulls his finger out. Any stress and he disintegrates into a quivering heap of fuzz. Far too emotional but the best of a bad lot.

Only four more posts to go. What's next? Ah, the Scanners. Dreamers, the lot of them. I've never met a Scanner who can keep his mind on the job for more than five minutes. It's all those flashing lights as they try to lock on to targets. At least Uhura was good to look at.

Jaru Lagon, arch femlib of the galaxy. She's nothing but trouble. Doesn't like men and can't even stand droids. She's out. Blustan the babbler. Sticks his scaly nose into everybody's business. Known locally as the Blustan Broadcasting Corporation. He'd be on the videocom more times than Telly the Vgan.

Nargo Kloya would probably clam up at the wrong moment. Churglick would slow down to a standstill and Mike of Morgon would get out the photos of his wife and kids. That leaves Phyzo Thynx, Dragoolan by birth and drag by nature. Good man under pressure though if only he can lock onto targets quicker this time.

That choice makes the navigator easier to choose. It's got to be Kloya or Yenz. I need a navvy who can duck and weave while Phyzo thinks! It's all to do with the chain of command, The navvy manoeuvres while the scanner locks onto the target and advises the gunner which weapon to use, while I turn purple bawling everyone out for being so slow. Yenx gets the job because I can't take Kloya's practical jokes. He can dish it out but he can't take it himself.

Now I need a good engineer who won't let me down in deep space. A droid would be a good choice but I've only got one of those new fangles VX-4s. They've yet to be proved and I've heard that they have a tendency to be slow.

Flogronk Plgzur of Cirio has a violent temper and Wilfo is too frail to stand up to the rigours of the journey. Craven Michaels would give up and pod home if placed under stress with Sampu close behind. Only Anthony Frisina seems to have the qualities I'm looking for, he's a good all-rounder but gets a bit panicky when the action hots up. Your my man, Tone.

All these decisions . . thank goodness this is the last. I've always believed in the policy of

setting a thief to catch a thief and it would take a Phooton Earthshaker to make me change my mind. A droid is the only choice for the Repair Department. I must say Anxy sound like a good contender though. Oh but he's an instructor. I believe in the old saying that those who can, do and those who can't teach.

No real competition now. Here's T3-XR9, a model 4 droid. Seven years experience. Fast, hard working, loyal, friendly and precise. His only fault is that he can overdo things. What a hero! Dedicated to work an unflinching stalwart is just what the team needs.

So there we are, a motley crew bu the best avilable: Yeela, Phyzo, Yenx, Anthony, and good old T3. Now am I sure these are the best I can get. Yes, let's go.

OK men, you've been telepazzed here in response to your workad reports. Space is a dangerous place but people need supplies and we need money. Let's go to it and, hey, let's be careful out there.

Navigator, set your heading and speed. Scanner, see what's out there . . what already? Are they friendly? Get me a fix on them just in case.

Anthony, T3, stand by we could have trouble here. Pull yourself together, Tony. Phyzo, how's that fix coming on. OK keep working at it. Yeela stand by on the guns and keep that trigger finger under control.

What the heck was that?!!

Damage report T3. More power to the shields, Tony. Don't all pass messages at once. Phyzo where the (crackle, crackle, phut) is that fix, you son of a she-drogue. Yeela do your best with the GX75 . . . No Use. Try missiles and stops snivelling, wimp. think Thynx, you can do it. T3, send 4 droids to repair the shields. any of them, you metallic moron! Tony stop sobbing. Not it isn't, the end of the World is not nigh you're lifeforce is in serious danger.

Phyzo stop playing dead. Oh, he isn't playing. OK Yeela use your initiative. Of course you have, dolt. Come on now, this isn't the time to go into a huff. T3, Droids to the shields, the weapons, the engines . . .what do you mean your batteries need recharging. The only batteries you'll get is the kind that comes with assault, you walking scrap heap.

Quick the cargo's going. Yeela, get your act together. R3 send those droids. Oh sorry, T3. Thynx, how could you let me down by dying? I'll have you court marshalled for desertion. Yenx, let's get out of here. No engines. OK, if you know any prayers say them now.

A good scanner is vital to lock onto enemy targets.
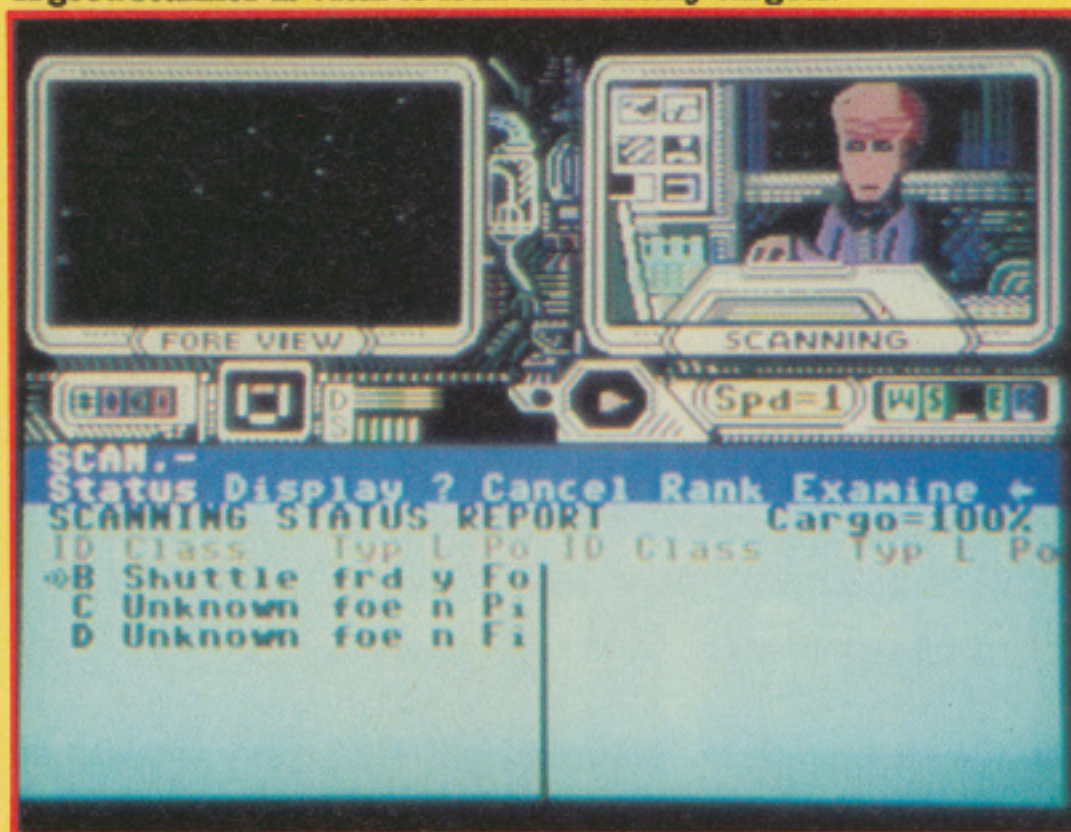
Keeping repairs busy is crucial to your survival.

AAAAhhh! Everything's gone black! Why's it gone quiet? Failure. Stark failure. All the cargo gone. The pirates are gone. T3 get those engines working and let's limp home. Tony, we've gotta get out of this business!

PSI 5 from US Gold is one of the most frenetic thinking games currently available. Fast manipulation of the menus is the key and a few trial runs will be necessary to familiarise your self with the controls and to fine-tune your manning requirements. My first foray followed the rough routine mentioned above.

When the instruction advise that you get involved with the game, you find it difficult not after a while. Everything becomes real. Staff failures annoy and this game can seriously damage your health with ulcers and self-inflicated wounds. Face to face with the most potent foe unknown to man, the enemy within.

Mimi Doggett's graphics are really very good indeed and the attack screen is especially realistic, a mini-masterpiece. programmer Mike Lorenzen has created a program of busy screens that never have a dull moment. It's a pity that you can't just sit back and enjoy it (unless you can get the disk version which has a demo mode). Ed

Bogas' music I could live without but only covers the loading and crew selection screens.

Each crew vacancy is dealt with in turn. The screen display shows a picture of each of the six applicants and you can call up the personal file to see how they perform, their experience and their failings. Nobody is perfect and compromise is the order of the day. The files are detailed and give more detail than you need plus a few bits of trivia to cloud the issue.

On cassette, once the team has been selected the tape springs back into action while the crew members are lifted out of the data files and then the scenario loads. There are three missions each successive one increasing in danger. The distance to travel increases each time but so does the financial reward at the end.

The action screen is split into three main sections: the exterior view, the communications screen and the bottom half is reserved for messages reports and commands. The communications screen shows an animated view of the crew member with whom you are currently interacting while the exterior view shows various space vessels zooming back and forth in 3D relief.

All of my attention was focussed on the lower section of the screen. There is a master menu which allows you to read the flood of messages which come through from the various departments. These are usually bad news pleading for the repair departments urgent attention. I found that selecting automatic display of these winging missives was not a good idea during battle but useful in the lull after a successful engagement when repairs must be undertaken.

Battle stations calls for frantic flipping through the menus and sub-menus for survival. The key here is not the gunner but the person in charge of the scanner. Until he gets a fix on the enemy the gunner has no chance of hitting his mark. Bear this in mind when selecting your crew, Thynx stinks because he's so slow.

The scanner will also suggest which weapon will be the most effective. Always take his advice. Priorities are your concern. He will only tell you the status of the alien crafts out there. Who faces the brunt of the attack is your decision alone and can mean success or failure to the mission.

The course which you set is also up to you and sometimes zooming along at a high rate of knots by a circuitous route can be preferable to a more leisurely pace on a beeline for the destination planet. It confuses the enemy, you see.

Keeping track of all departments at all times is impossible so a degree of self-motivation is a desirable attribute in a crew member. If you end up spending all of your time chasing each member up you've travelled a few parsecs from base.

If the ship flounders, you will soon find your control diminishes as your communication call is met with an RIP message for that particular crew member. This is usually preceded by a message saying the cargo is being plundered and when its all gone you've lost.

To play again you have to rewind the tape. Reload to select a new crew or go back about fifty counter numbers to try again with the same team of misfits but new tactics.

From its excellent beginnings, the US Gold catalogue has been tarnished by the inclusion of one or two squibs but the overall impression is one of excellence. This game is a very welcome additions. Long may the PSI 5 Trading Company rule the heavens. The thinking man's Elite.

PSI-5 Trading Company is available to C64 owners and costs £9.95

PLANET RATING

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING

Supernova

BETWEEN THE COVERS

CASTLES & KINGDOMS

An electrifying compendium of 15 BASIC adventures you can type in

Bob Liddil

Adventures for your Commodore 64

|	
Title:	Castles and Kingdoms
Authors:	Bob Liddil
Price:	£5.99
Publisher:	Virgin

This book is from the same publishers as the last one, yet it is a completely different kettle of fish and to be much more highly recommended.

For a start it's better value for money. You get, for twice the price, about 4 times the amount of listings, nearly 3 times the number of games and much better quality paper, print and appearance.

The idea here is of a major theme — adventures in the mythical kingdom of Graylockland — divided into 15 smaller themes each making up an adventure game in its own right. For example, in Thunder Mountain Passage you are set the problem of making your way across a particularly nasty stretch of high mountain trail to reach Northstar Castle. The Castle then features inanother adventure where the player has to make their way through its murky chambers and dungeons to rescue a damsel in distress.

The outstanding thing about this book is its atmosphere. The stories introducing each adventure are quite fully told and could be made into a good book in their won right. The world of Graylockland is full of menace and danger, but also beauty and light — I'm sure you will be entralled before you have turned the second page.

MYSTERIOUS ADVENTURES FOR YOUR AMSTRAD

By Tim Hartnell and Clive Gifford
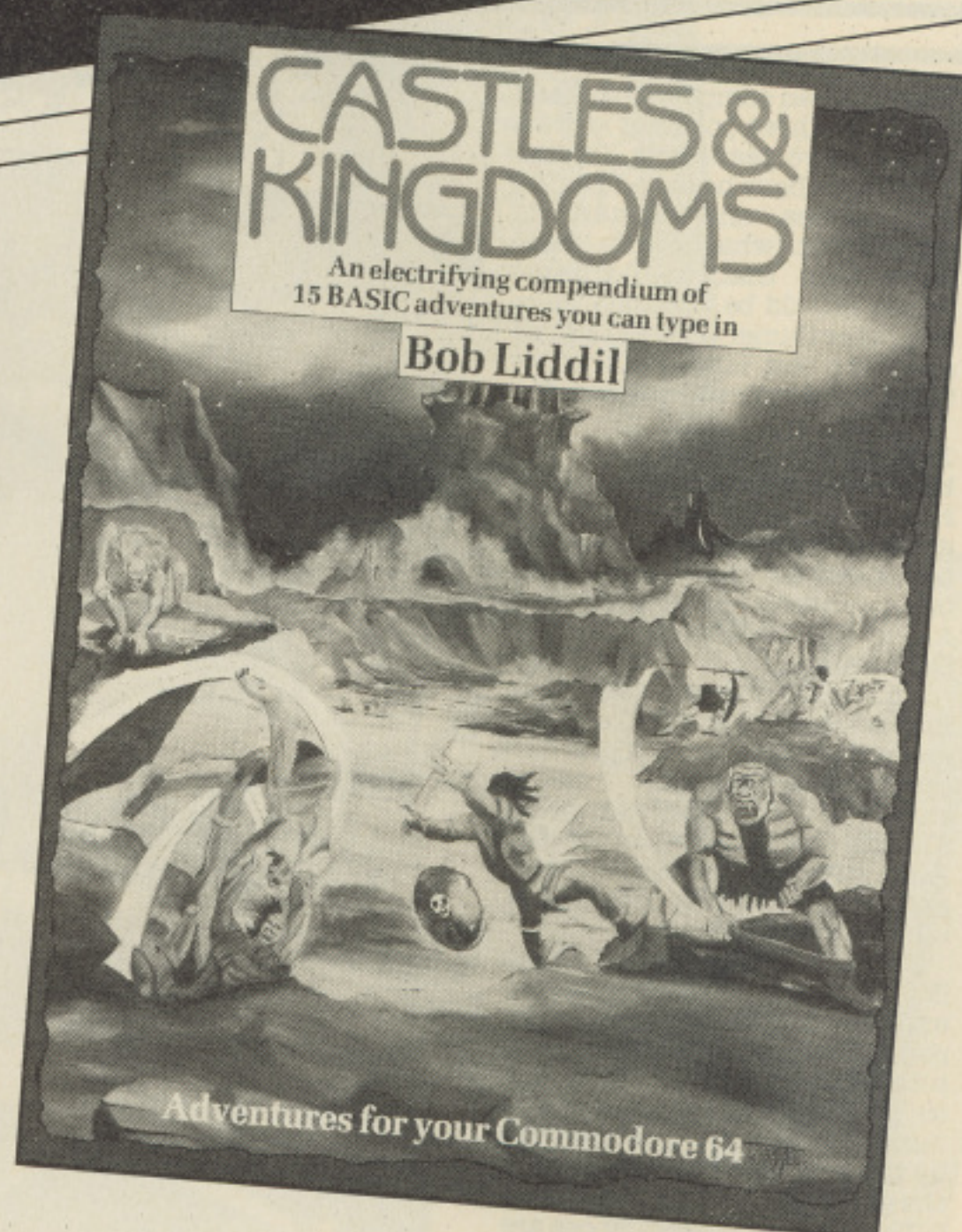
Title:	Mysterious Adventures for your Amstrad
Authors:	Tim Hartnell and Clive Gifford
Price:	£2.99
Publisher:	Virgin

This is another of those small pcoket books that Virgin seem to churn out in such large numbers. Still, at least they ARE still churning out the books for us, which is more than a lot of publishjers are doing these days. New books for gamers are becoming increasingly hard to find on the shelves.

This book contains 6 programs for typing in, all adventures. They are: The Explorer, The Patriarch, 3D Maze, Into the Unknown, Gotham Runner and Gold Nugget.

Unfortunately the idesa are not very original. We have all wandered around the countryside looking for our princess (though personally I'd rather have a prince) and we have all spent ages trying to get out of mazes or around fairytale lands before. In fact in The Patriarch the authors actually say, 'As many adventure cliches as possible have been squeezed into this program' — an idea which is Ok for one or two games I'd say, but not the whole book.

In the third game, 3-D Maze, you are charged witht he task of finding the Magic Philospher's Stone that will change any base metal into gold but which has been cunningly hidden in a maze. The next game, Into the Unknown, makes use of the randomising function on the amstrad by creating a fairytale landscape that will never be the same two games running. This time you have to find ten pieces of silver before you reach the Citadel. And so it goes.

The print is nice and dark, so you shouldn't have too much trouble keying in, although I thought the instructions could have been a bit fuller, Still, it's only £2.99 and not too bad a book for beginners.

AMSTRAD COLLECTION

If you have an Amstrad computer what games MUST you have? Mike Roberts looks at some of the best that we've seen.

The Amstrad computer has been out in its three (present) forms for over two years now. In that time there have been bad games, good games, and outstanding games. But what games have there been that no dedicated gamer should be without? Here computer Gamer tells you a little about the best 10 games that we think the Amstrad has seen.

1. Elite
by Firebird/Acorn

Has got to be the ultimate space game and is arguably better on the Amstrad than any of the other versions — making it even more of a necessary purchase than ever before.

This classic space game was first released on the BBC and has gone through Commodore and Spectrum phases before emerging on the Amstrad. Though initial version of the game were bugged, current disk and tape production copies have all of this rectified.

The game features colourful. 3D, vector graphics, exploration, and trading. What makes the game so enjoyable is that you select the role that you are going to play (trader, pirate, bounty hunter, miner, or a mixture) just by the way that you are playing the game.

The space battle sequences are the most exciting of any game that you will ever play. If you can only buy one program — get this one.

2. Tau Ceti
by CRL

A space game that shares one or two small similarities with Elite, but is a totally different game, the main similarity is that they are both so good!

In this game you have to turn off the central reactor. This will disable all of the rampaging robots, and allow the colony of Tau Ceti III to be restarted. To do this you guide your skimmer from city to city exploring them, fighting off killer robots and defended buildings. Some buildings are useful, with supplies and weaponry, and the reactor substation which houses the rods that you need to collect. Then follows a puzzle section where you must asemble the rods.

Back to the central reactor to shut down the robots and you have won the game.

There is also an expanded disk version of the game, that should be available in a month or so.

3. Formula One Simulator
by Mastertronic

There are a number of driving/racing simulators available for the Amstrad, including the official Amsoft '3D Grand Prix'. But, the Mastertronic (i.e. only £1.99) version is as good as — if not better than the other game which is at a much higher (i.e. nearly 4 times the) price.

Formula One is available for other machines, but it really only shows its true form when on the Amstrad. Rear view mirrors, a 3D track, and all the features you'd expect to find on a racing game — including a selection of different tracks.
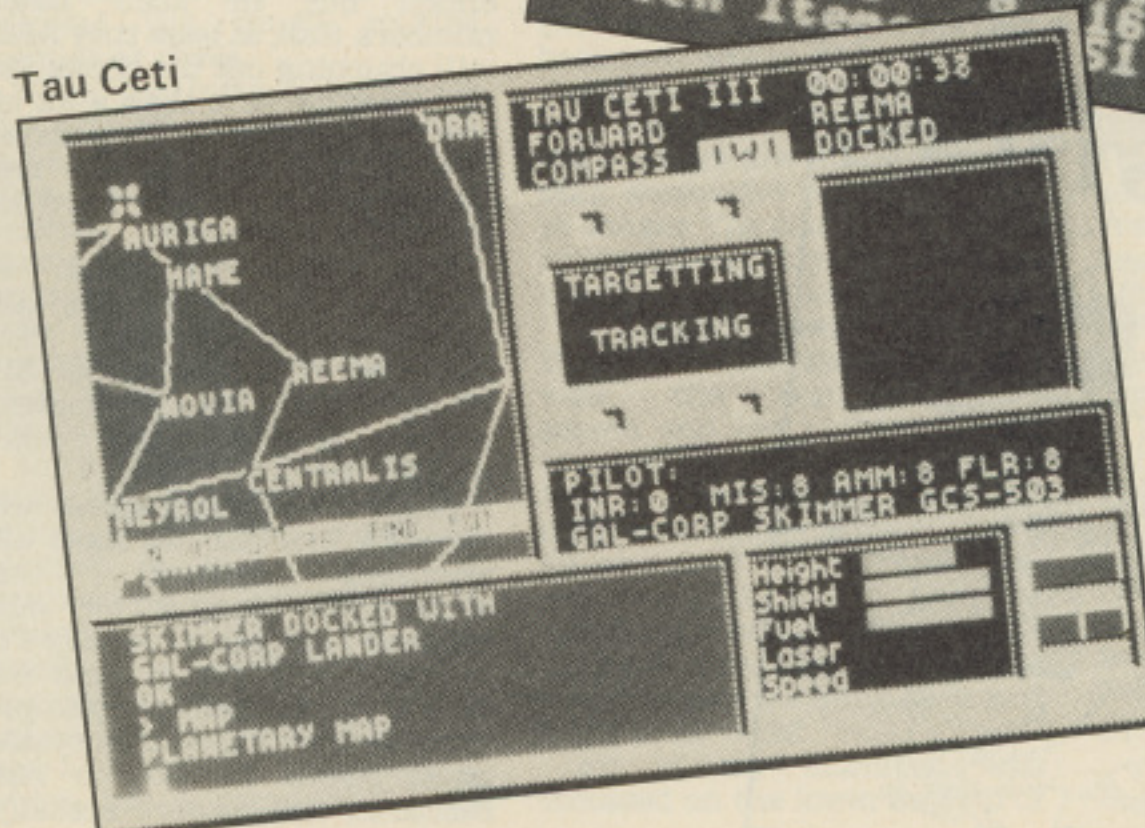

Formula 1 Simulator

Elite

Tau Ceti

4a. Sorcery
by Virgin Games

I don't normally go for arcade/ adventures (a very misleading label) or platform games, but this game (probably better called a real time problem solving game — but arcventure is easier to pronounce) is quite exceptional.

The first game on the Amstrad to use screen splitting to reasonable effect. This gave a full colour action screen on the top threequarters, and a higher resolution status window at the bottom.

The plot is that you have to rescue the sorcerors from the forces of evil. Many problems need to be solved, and the game varies from play to play to some extent due to the random placing of some of the objects.

Sorcery has excellent graphics and some fiendish problems, a game like this will keep you ocupied for weeks, if not months.
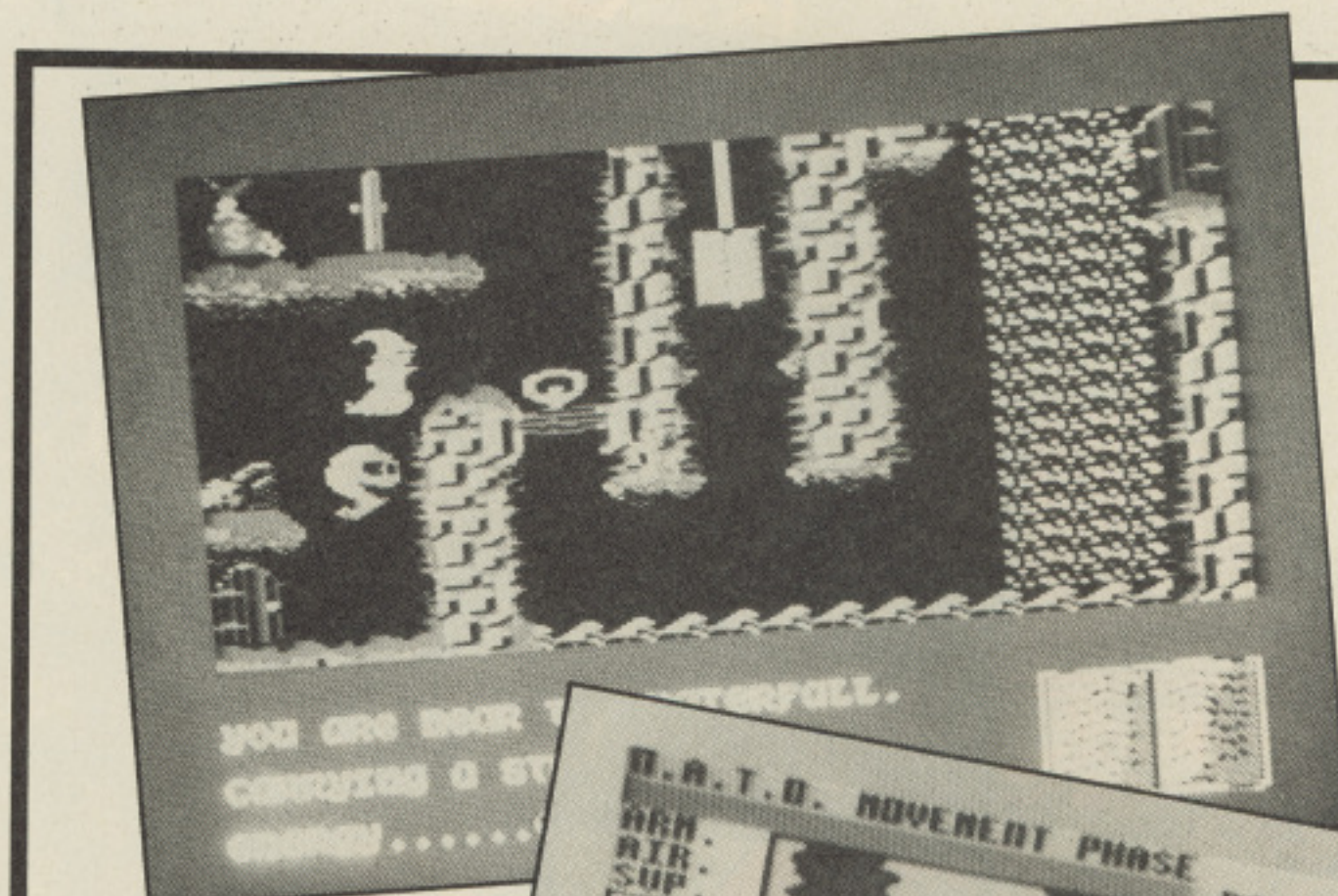
Sorcery

4b. Sorcery +
by Virgin Games

Same game as above for disk users only. All that Sorcery can provide plus a whole new section nearly doubling the size of the game.
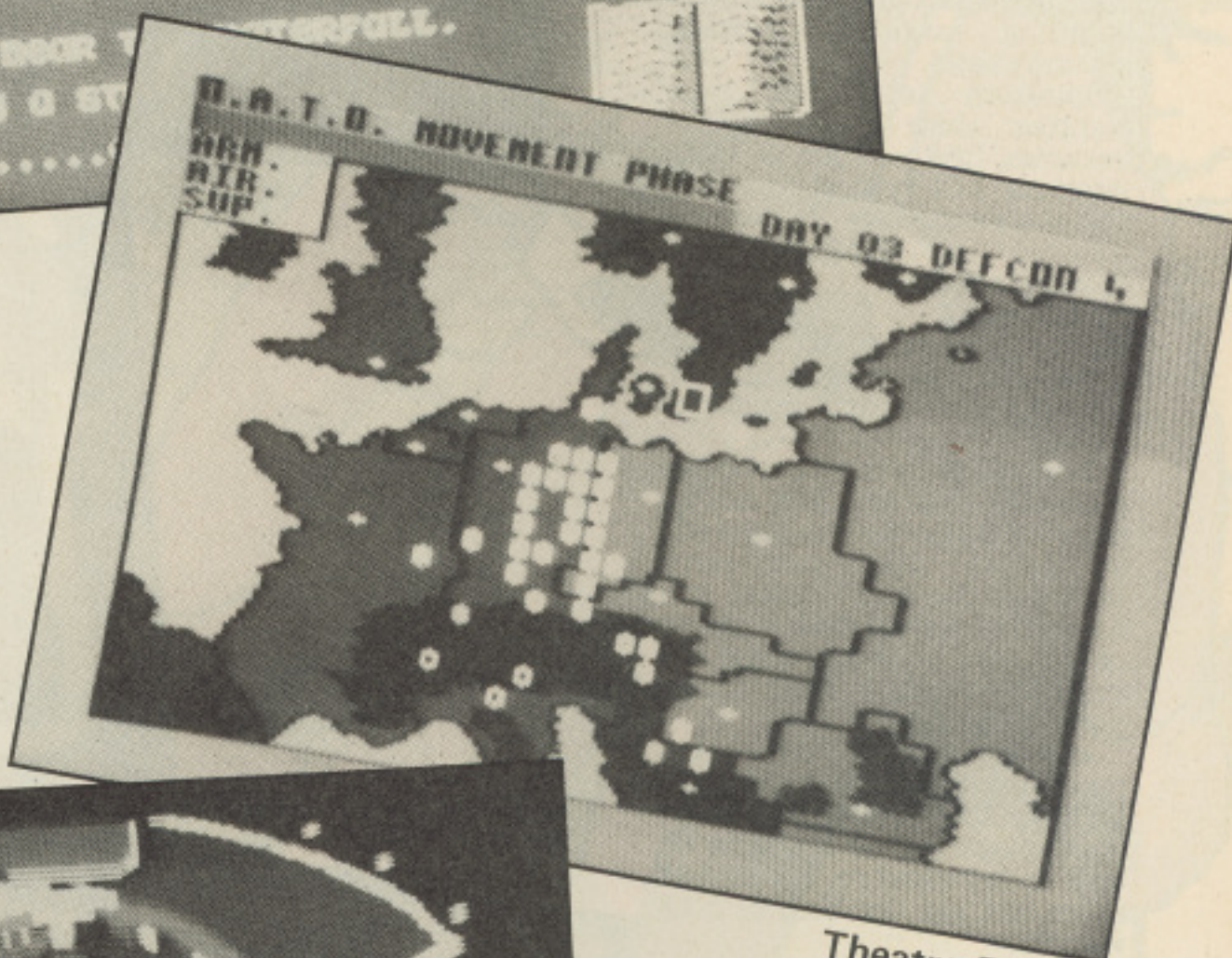
5. Theatre Europe
by PSS

Theatre Europe has been one of the most 'controversial' games that has been released in recent years. This is due to its incredibly topical nature and accent on nuclear war.

Many NON computer people complained about it because of this, but that did not dent its popularity amongst computer wargamers.

You either play the Warsaw Pact of NATO powers and have to take over Germany. To do this you have to either, complete your invasion in 39 days, or hold it off for the same period. After this time it is assumed that NATO would win due to their greater manufacturing base.

A very realistic simulation with good graphics on the Amstrad and nice pictures of mushroom clouds.

Theatre Europe
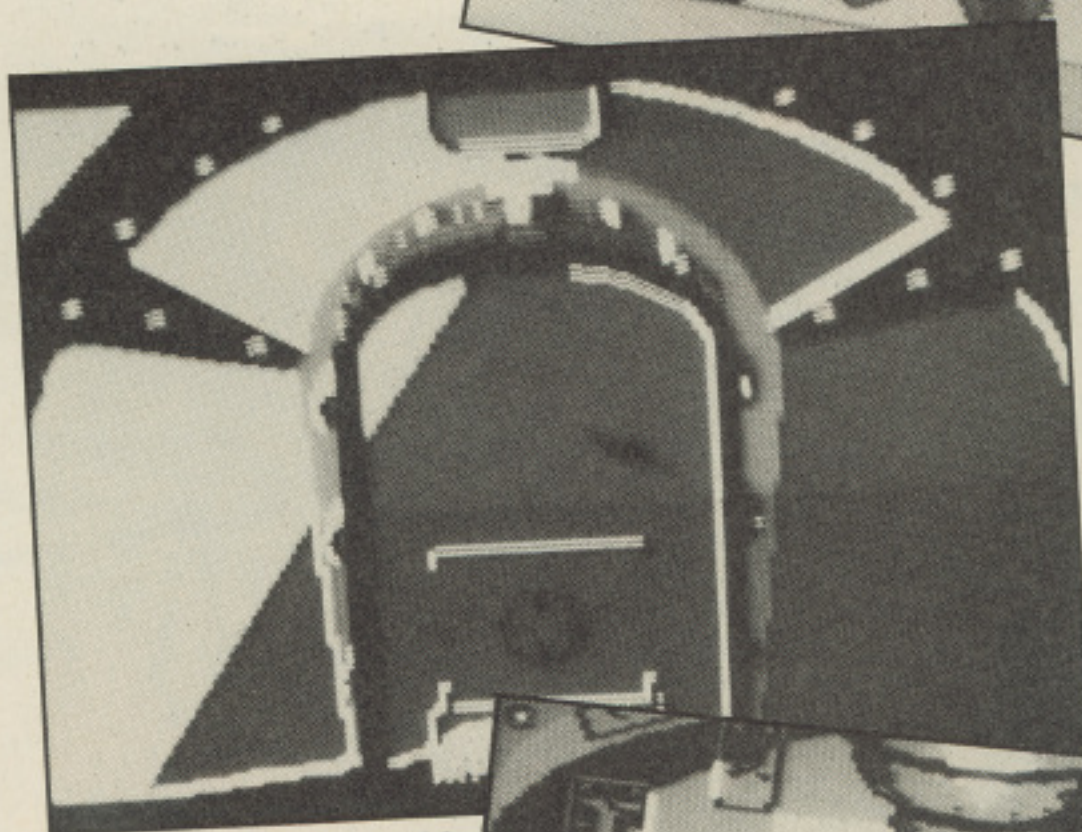
Spitfire 40

6. Spitfire 40
by Mirrorsoft

If you have to buy one flight simulator for your collection then buy this.

Realistic spitfire action with good graphics and absorbing action screens. The game takes a little while to get used to, as it so complicated, and the controls of a Spitfire are a bit strange if you are used to the more run-of-the-mill flight simulator.
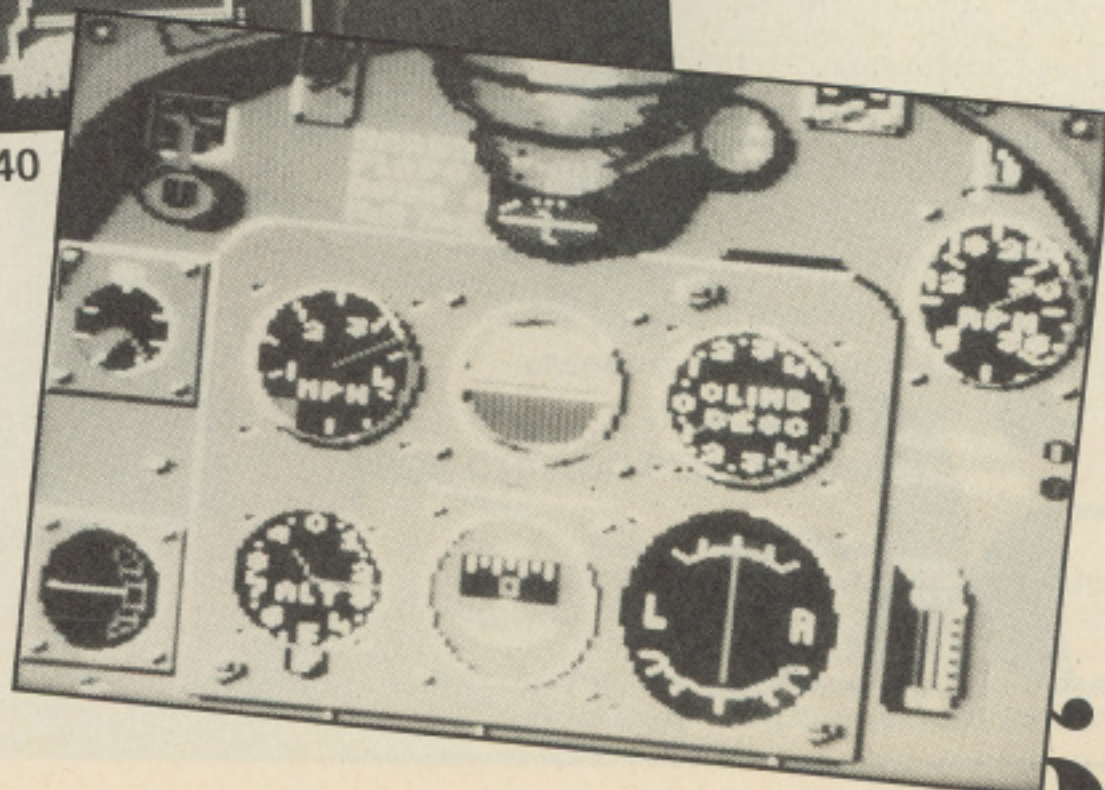
7. Defend or Die
by Alligata

Got to be one of the best Defender games available, and the only one worth buying for the Amstrad (if there is another one).

No description necessary as this game follows the Eugine Jarvis original faithfully — landers, bombers, mutants, swarmers, you name it it's there. For all zaper fiends everywhere.

8. Spindizzy
by Electric Dreams

Spindizzy is a spin off (pardon the pun) from the current marble/gyroscope craze of little spinning objects running around mazes.

Spindizzy is a bit more complex than most, having switches, lifts, and jumps. With mapping and problem solving, this game is the best of the genre.

9. Doppleganger
by Alligata

A full colour 3D arcade adventure that is easy to play, but has some fiendish puzzles to solve.

You play the princess who has a ghostly alter-ego. You can go places that she can't, and she can go places that you can't. Betweem the two of you, you have to recover all the lost pieces of gold, silver and bronze, and thus re-unite your two personalities.

A very good game tht is easy to play, but will keep the dedicated games player amused for ages.

Doppleganger is available on disk with Defend or Die, so disk users can get the best of both worlds.

10. Macrocosmica
by Amsoft

A space trading game, seemingly based on Elite, but with slightly more emphasis on the trading rather than the space combat aspect of the game.

All the usual Elitisms are included. With the addition of better graphics in the map section, a casino, a different system for space stations and planets, and the option of bribing the pirates to ensure your safety.
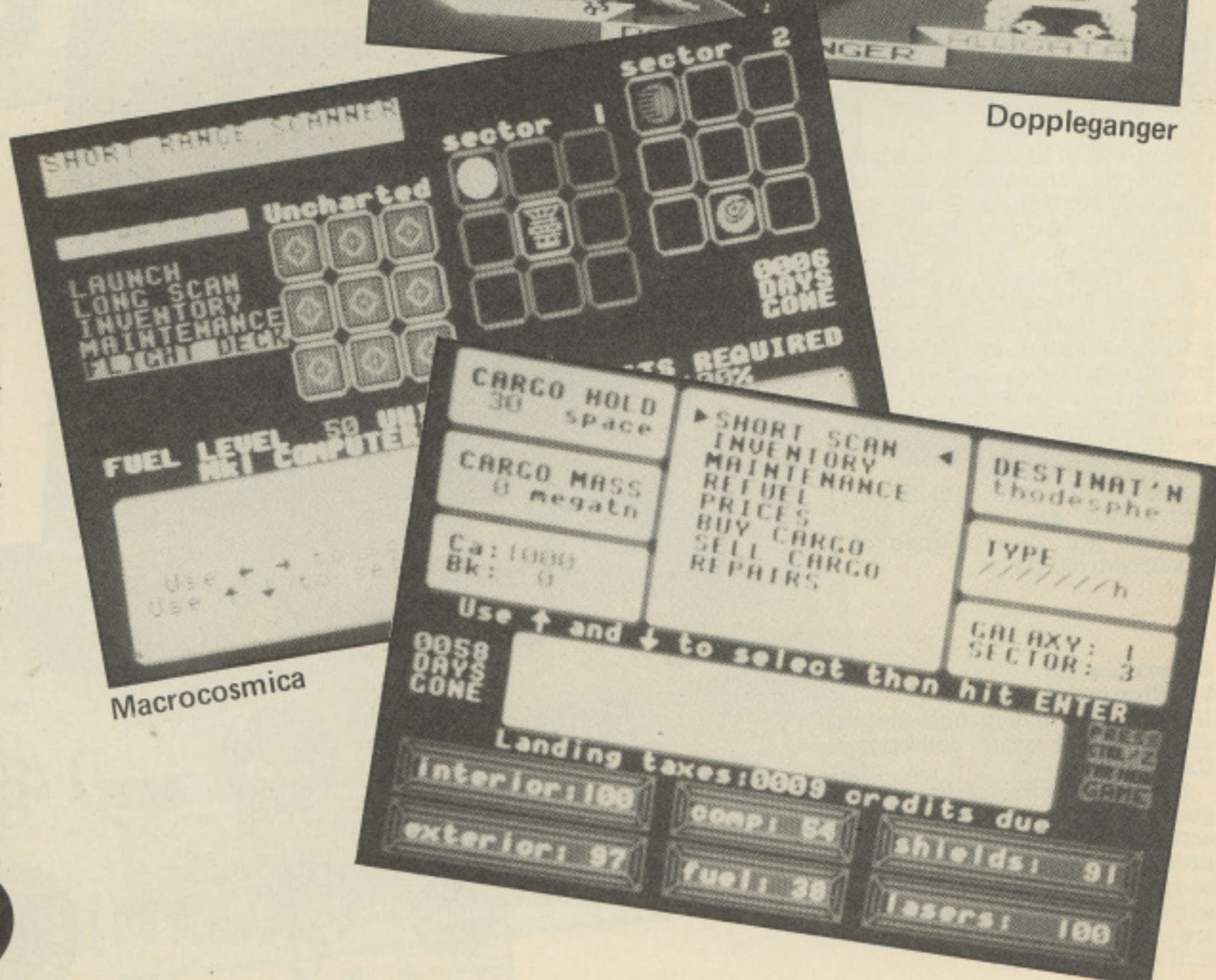
The combat scenes are mediocre, but the game stands up on its trading and strategy aspects, with very reasonable presentation.
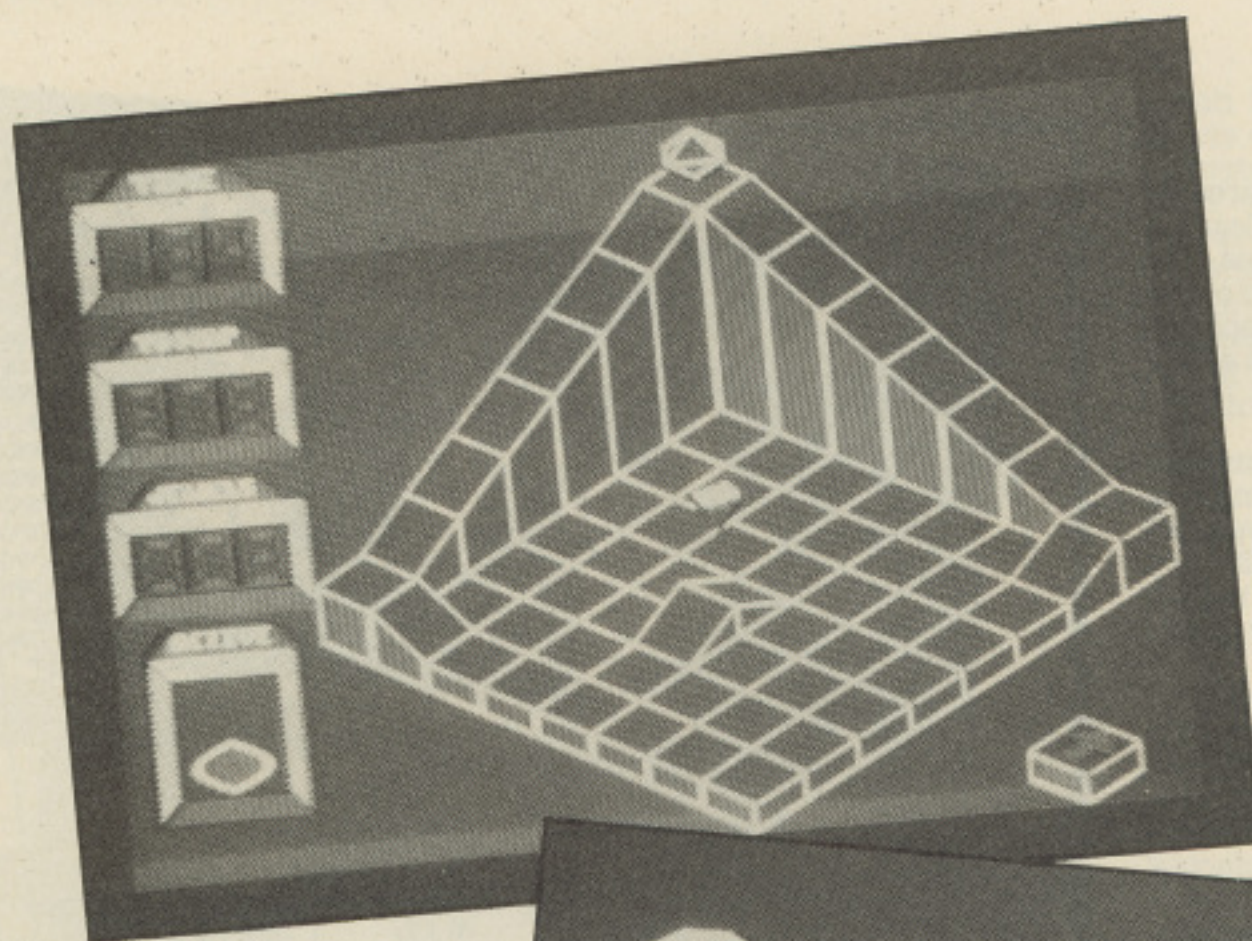
Spindizzy
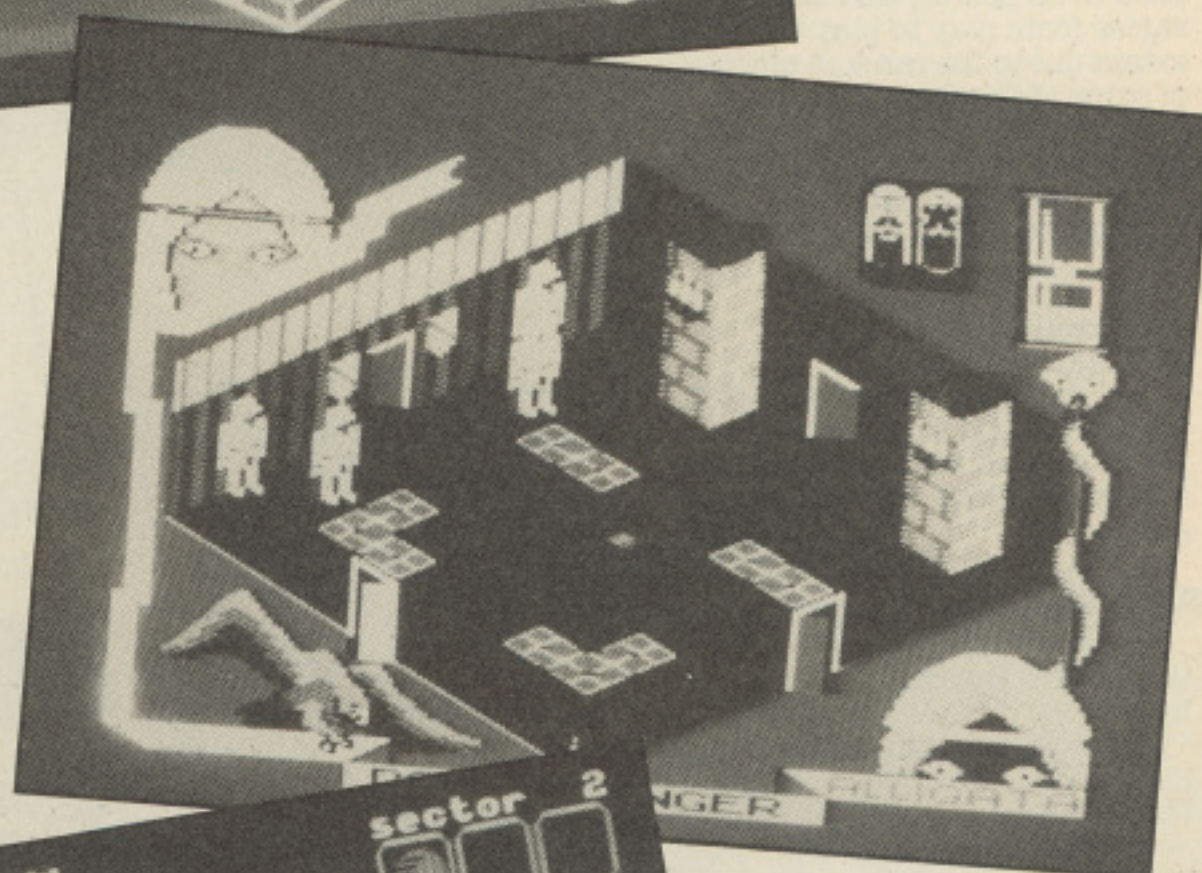
Doppleganger

Macrocosmica

56

WINTER EVENTS
C16/PLUS 4

Compete in the six thrilling events - Biathlon, Bobsled, Ski-Jump, Slalom, Down Hill and Speed Skating. The events start with opening ceremony accompanied by thrilling music. One to four players can select the country they wish to represent. The events with some of the most stunning graphics seen on C16/PLUS 4 provide a perfect back drop as the chase for medals progresses. TURBO LOAD ensures that you don't get a chance to cool down between the events.

A QUALITY GAME
FOR C16 AND PLUS 4 OWNERS £7.95

ANCO

Trade Enquiries:
C16-PLUS 4 CENTRE, ANCO SOFTWARE,
85, TILE KILN LANE, BEXLEY, KENT, U.K.
Telephone: 0322 92513/8
Mail Order: Payment by Cheque, P.O., VISA or ACCESS
24 Hour Credit Card Service: 0322 522631

Sinking ships, blasting tanks and capturing enemy outposts is just part of the latest arcade action

Title:	**Silent Service**
Computer:	**C64**
Supplier:	**US Gold/Microprose**
Price:	**£9.95**

Silent Service is the latest from simulation supremos, Microprose, and features the tense action of life as US submarine captain in the second world war. Your mission is to sink as many Japanese ships as possible without putting your own sub at risk.

Obviously commanding a submarine takes a little getting used to so the game allows you to gradually build and practice with target runs and small scenarios before you go on patrol. However, even when you've achieved the giddy heights of full patrol status you can still 'add interest' to the game by including, what are described as reality levels to make things even harder. These include limited visibility, expert destroyers and even dud torpedoes. Unfortunately it will take several hours and many sunk submarines before you are ready for that challenge.

Your first job is to get to know the parts of the submarine and how to use them.

You begin the game in the conning tower from which you can move by joystick to the bridge, operate the periscope,

consult the maps and charts, inspect damage reports and control various instruments and gauges that steer the sub.

Each area is represented by superb graphics that add tremendously to the game and soon you'll be charging around the sub plotting your route, to steer your sub into battle. Once in contact with an enemy convoy the action really begins.

First you have to decide how to approach the convoy. For example do you steam straight in blasting torpedoes as you go or do you stalk it until you can catch the convoys escort out of postion and then strike, sometimes it's best to completely circle the convoy and intercept it further along its route. Sensibly the simulation allows you to speed up time so you're not bored silly by the time you finally get into position.

You zero in on your targets either using the periscope (at periscope depth — 44km) or with binoculars on the bridge. then it's up to you when and how to attack, Depending on the scenario you pick you may have working torpedo tubes fore and aft as well as powerful deck gun but the enemy are also well armed so you should always be prepared to dive! dive! dive!
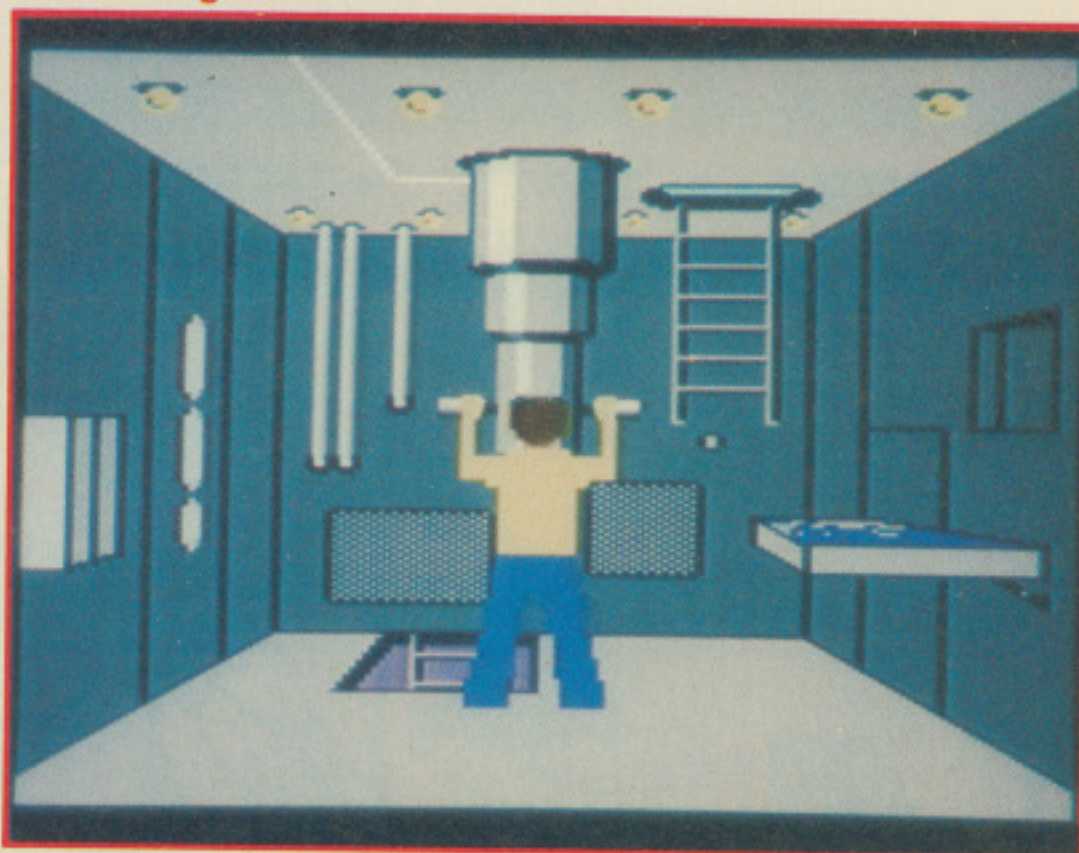
The submarines nightmare appears in the shape of a

The enemy's in range — Fire torpedoes!

The conning tower

you have no alternative but to attack.

At the end of each mission you are rated on your performance and beckoned into even more dangerous missions.

An incredible simulation, superbly presented, as an exceptional game, Highly recommended.   **T.H.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Nova

Title:	**Dr Who and the Mines of Terror**
Computer:	**Commodore 64**
Supplier:	**Micropower**
Price:	**£9.95**

It is surprising that a Doctor Who computer game has not appeared before now but here it is at last.

My overall impression is that the Time Lords at the BBC will be well pleased despite the fact that our favourite villains have had to be replaced with substitute nasties. Controllers replace Daleks, K9 has been trans-mogrified (trans-moggy-fied?) into Splinx the cat and I suspect that the mines' creators, the Ky-Al-Nargath, were a race of Cybermen, thogh reference to them as Nargies may belie a belated post-Falkland's patriotism (let's kill a Nargie).

By far the greatest terror in the mines is the dreadful substitute for the Dr Who Theme. By current state-of-the-Art music this is a load of bull and the game would be improved by its omission. Apart from the uninspired arrangement, the choice of an operatic classic is hardly suitable.

Despite this handicap the game is an excellent action adventure which is well planned, judging by the mass of information included in the documentation pack. This adds a lot to the atmosphere of the game and it is not only background bumph, a lot of the information is essential to a successful mission. The Master has taken control of the Heatonite Mining Complex on a moon of the planet Rijar, imaginatively called the Second

Moon of Rijar. Heatonite is a rare and exotic mineral which can have strange effects on time. These crystals form a vital component of the Time Instant Replay Unit (TIRU) which is the focal point for the game's action.

The TIRU is like a super video recorder which can snatch moments of time into storage. The events contained within that instant can then be edited and its new form replaced into the space/time continuum.

The Doctor's mission is to destroy the TIRU, capture the plans and return to Gallifrey. Such a precious prize is, of course, well guarded and since the Doc is not a violent man he has to rely on Splinx to help.
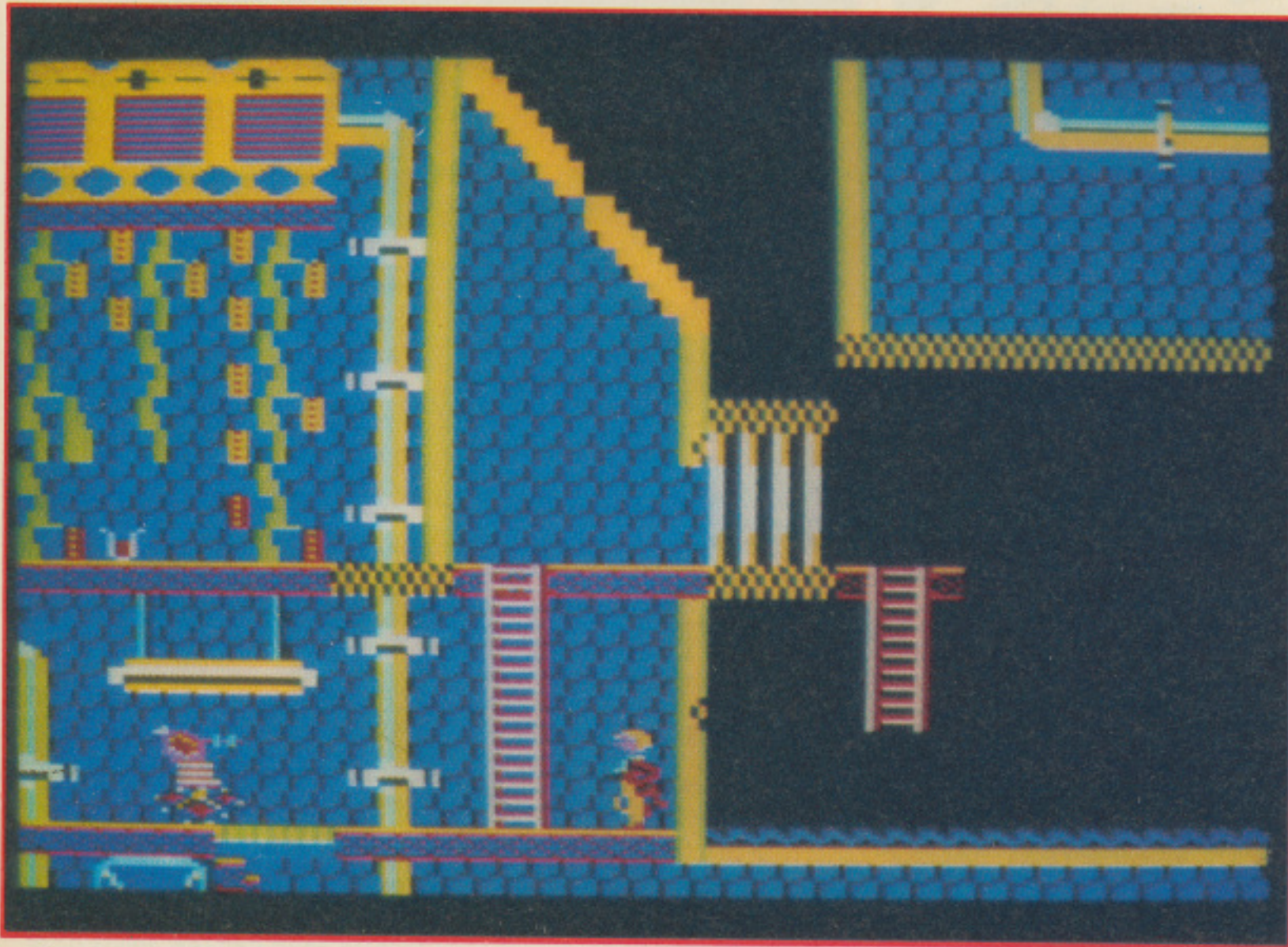
Splinx is a programmable white cat robot who is totally invisible to everyone except the doctor and the game player. It can be programmed to make a feline beeline for a marker point set by Doctor Who, pick up any object lying there and then return to its master. All this depends on two crucial factors: battery charge and terrain. If the batteries are not kept topped up, splinx will grind to a halt but a simple ladder can also stop its mission.

Whatever the situation, the cat must be recovered at all times. This is especially true when a regeneration occurs if The Doctor puts a foot wrong and gets zapped. He rematerialises in a new location either back at the TARDIS or at the nearest Cryogenic Sleep Chamber (CSC).

The CSC has a second function if you want to end a play session because it is here that the game

destroyer which can not only outgun you on the surface but also make life very difficult by dropping depth charges on you. How you deal with this threat is entirely up to you. Sometimes it's best to attack the convoy on their 'blind side' then run for cover before they spot you, other times

ARCADE REVIEWS

Dr Who in the Mines of Terror

can be saved. Unfortunately, the effort of saving puts such a strain on the interspacial power source that it causes you 64 to reset. Re-entry to the mines can only be achieved by reloading the program. During the mission Dr Who has to solve many puzzles, the first of which is how to get past the Madrag, a gigantic and vicious monster. If inspiration fails at this point a sealed cheat sheet is supplied which gives one solution to this problem.

Dodging Controllers and collecting potentially useful items in a search for the solution is the basis of this excellent challenge, the Doctor needs you.

E.D.

PLANET RATING

Originality	
Graphics	
Use of machine	
Value for money	

STAR RATING

Red Giant

Title:	Who Dares Wins II
Computer:	Spectrum
Supplier:	Alligata
Price:	£7.95

Now, at last, Spectrum owners can follow their Amstrad and C64 comrades into battle as they fight their way through seven outposts of combat action.

Armed with a sub-machine gun and a handful of grenades you have to fight your way through enemy troops, mortars, tanks and planes to get to the next outpost. This is in fact a rather decrepid looking hut that doesn't appear to be worth all the trouble.

The enemy hurl grenades and bullets at you at a phenomenal rate and it takes all your energies just to keep out of trouble!

In fact the best strategy is to ignore these obvious dangers and simply blast your way through. This is surprisingly effective as even the enemy hidden in trenches leap out of them and run away as soon as they see you coming.

Extra bonus points can be scored by saving one of your comrades from a firing squad — but don't expect too much thanks as you'll have to put up with a cheery wave. Then he beams up and leaves you on your own.

Luckily someone, somewhere is thinking of you as extra boxes of grenades are dropped by parachute and can be collected by you.

Eventually you reach the outpost only to be met by a stream of soldiers that have been waiting for you but a few well slung grenades soon finish them off and then it's on to the next outpost.

Scattered throughout the game are a number of jeeps and dinghies that make a run for it as soon as they see you, hitting them can earn you a useful bonus particularly when accumulating 10,000 points gets you an extra life.

Who Dares Wins II

The preproduction copy that I played had only one serious bug and that was it gave me unlimited lives. This allowed me to see the entire game in the equivalent of about 87 games.

I'm delighted to say that this the Spectrum conversion retains all of the gameplay of the C64 original. A feat in itself.

T.H.

PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	

STAR RATING

Nova

Panzadrome was originally out on the Spectrum, but now Amstrad owners can reap the benefits of the extended version of this excellent game. On the island of Panzadrome a large number of tanks have gone made — your job it to destroy them all!

To do this you have a rather large tank. This has a man chassis, turret/gun unit and wheels. these can be changed at various factories that you can find around the island. These will swap one of these units for amore powerful or different one.

You also have a mortar launcher and a polycrete dispenser. These become important, as you need to destroy the gun turrets that appear from time to time. And sometimes yoy get a narrow road that is impassable due to a crater caused by the untimely destruction of one of your enemies! Mortars take out guns, and polycrete can patch up holes.

You can also lay mines in the path of the bad guys — but there are mines already around, so you have to watch out for these as well. To aid you in this there is a mine detector on the left of your instrument panel, but the action is usually so fast that you don't have time to give it more than just a cursory glance.

The rest of the instrument panel is composed of status indicators for ammo and shields. These indicate how much you have left and the damage status of each. When the levels go to zero you run out of ammo, and when the damage indicators turn black you die.

On the right is the island map. This just gives your relative position on the map of the island. The rest of the screen is taken up by the action window. This shows you a plan view of the map square that you are in at the time. You show up as a little tank, about the same proportions as in the original Atari tank game of the late seventies. The enemies also show up as little tanks, but different colours and shapes

depending on their viciousness! (watch out for the red ones!).

The action jumps from screen to screen in a frame by frame format. It would have been nice to have had a smooth scroll, but that would have taken too much out of the game and it can be got used to fairly swiftly, though the sluggish way it changes screens can be a bit irritating if you are flicking between two sectors with any rapidity.

The gameplay is very fast and furious. The enemy tanks are very quick off the mark, so you have to be even quicker. Your controls are rotate, move and fire. Similar to the Atari mentioned above (this game is nothing like the old Atari game, but some things never change), and selectors for all the different weapons.

The rotating tank, rotates very quickly — perhaps a bit too quickly, I always seem to over shoot.
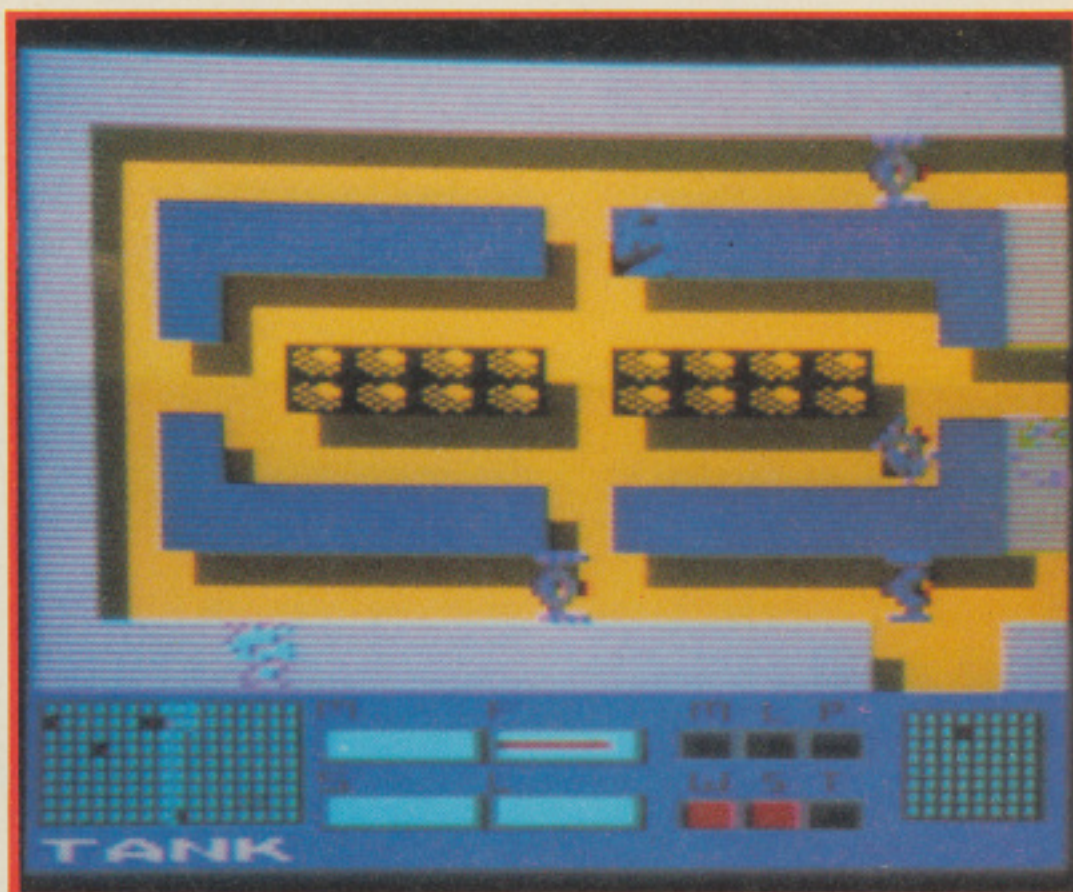
The graphics of the island are very good, despite the necessarily 'square' nature of most of the installations, But, there are many interesting things that can be found dotted about, such as the coastal defense guns in the lower left hand corner.

Overall this a fun game to play. The graphics are a bit blocky, but are incredibly colourful. The fine detailed graphics of your tank being built are excellent.

The game is fun to play and very difficult, but still playable. Good on you Ram Jam.   **M.R.**
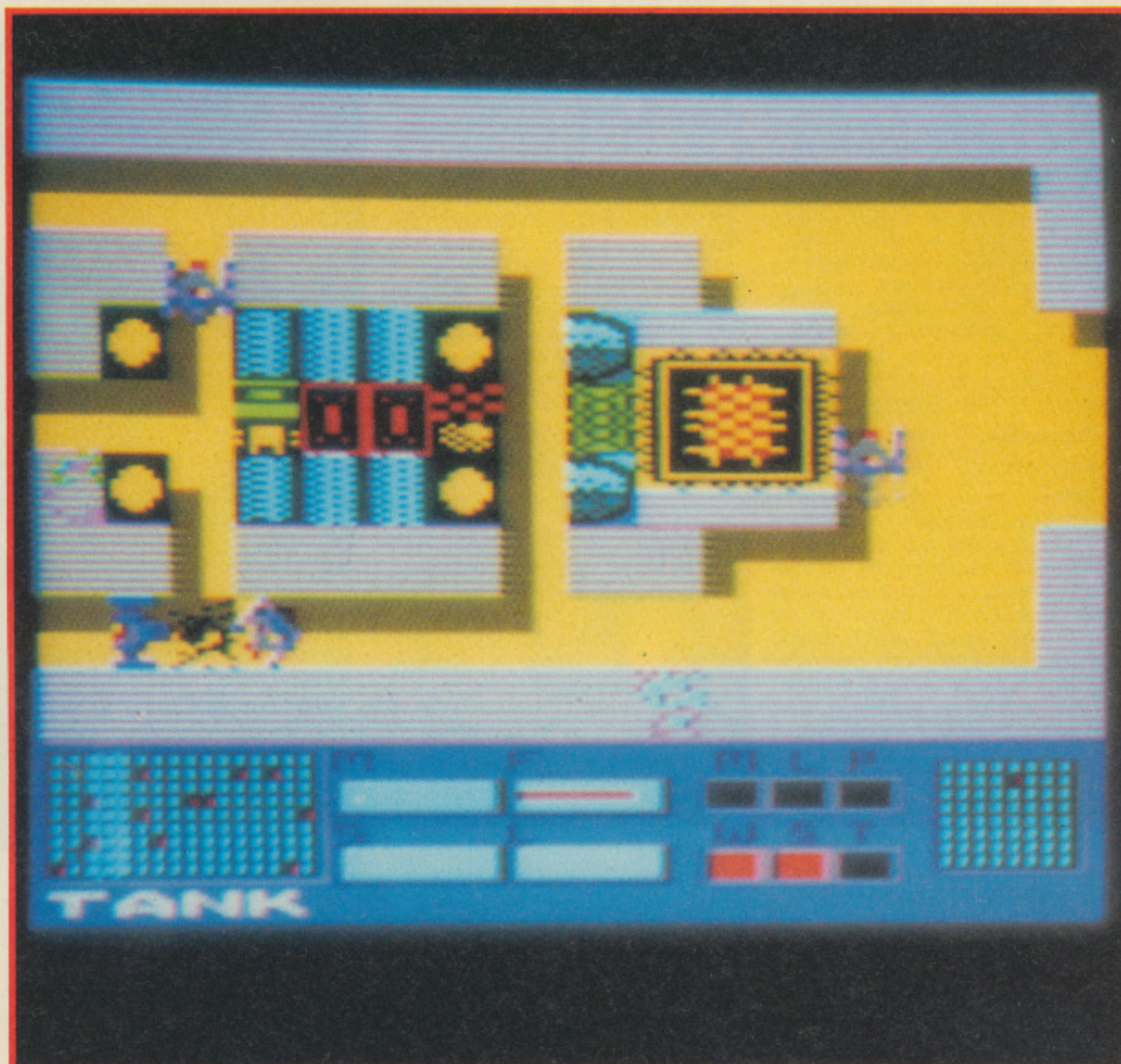
PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Red Giant

Title:	Green Beret
Computer:	Spectrum
Supplier:	Imagine
Price:	£7.95

Green Beret was originally a highly successful game in the arcades. Based around a 'Rambo' style figure who has to invade a Russian base to recover some hostages who are graphically depicted up against the wall complete with blindfolds.

The game is based around a left/right scrolling background, with baddies attacking you from all angles.

To defend yourself you have a commando knife, with which you can stab away merrily — though without all the realistic blood that spurts out in the arcades, that would be asking a bit much from the humble Spectrum perhaps.

As you progress, other weapons become available to you such as a bazooka and a rifle. With these you can blow up and shoot them as well as still stabbing at close quarters.

Things to avoid as you slash your way through the marauding Russian hordes are mines (instant death on contact) and the special baddies. As well as the usual cannon fodder, there is the occasional baddie that can shoot you or jump up and kick you in the head!

These last sorts of baddies are more common than in the arcade version, which makes the game harder, and changes the whole balance of the game. This is a shame as the original arcade version had just the right mixture and balance to provide a game whose difficulty level smoothly progresses through to the end of the game — making it easy to start, but more challenging at the end. Some gamers thought that the game was a bit too easy to start with, perhaps the chaps at Imagine thought so too, if so then they will be happy, though I'm not so sure.

The conversion is very good, all the animation is there and the spirit of the game has been preserved throughout — a task that is extremely difficult on the Spectrum. **M.R.**

PLANET RATINGS

Originality	●●●
Graphics	●●●●●
use of machine	●●●●●
Value for money	●●●
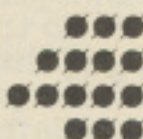
STAR RATING   ○

Bright Star

Title:	Shoot 'Em Up
Computer:	C64, Atari
Supplier:	Budgie (Alligata)
Price:	£2.95

This game isn't going to win any awards for subtlety as it's a classic shoot everything that moves game.

In a style that's reminiscent of early Minter you have to blast the living daylights out of a wierd and wonderful collection of aliens, before they get you.

For example, the first screenful that you have to endure is full of Clive Sinclairs, quickly followed, a few screens later by rampant telephone boxes (captioned "it's for you hoo") and the aptly named "what the hell's that".

Your ship is armed by lasers that are drained as you fire at them and driven by engines that consume valuable fuel everytime you move and protected by incredibly flimsy shields. Losing either will certainly end in the loss of one of your lives.

Luckily you can find more fuel in handy gas stations and if things get too crowded you can blow everything up with one of your Zart bombs.

A simple but fun game but beware of the awful jokes that scroll along the bottom of the screen while the game is waiting for a player — they're deadlier than the aliens!

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●
Value for money	●●●●
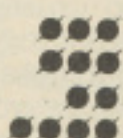
STAR RATING   ○

Bright Star

Title:	Commando
Computer:	C16
Concept:	Capsule Computers
Supplier/Conversion:	Elite Systems
Price:	£7.95

This game is based on the popular coin-op game by Capcom and subsequently converted to a number of machines by Elite. This is their latest conversion and is for the little C16.

The plot behind the game is that you play a crack commando, who is dropped behind enemy lines and has to battle through various screens of baddies. On the Commodore the graphics are very good — on the 64 that is.

On the C16 the plot is there, but the graphics and the gameplay isn't. You move your man jerkily around the screen, and the enemy jerkily fire back.

You then move onto the next screen and the same happens again — although the scenery improves. This continues until you get to a kind of guard house — which, if going by the original, should lead to level 2.

Apart from the scenery changes from level to level with different problems to overcome in each section — like bridges to cross etc. There is also a distinct lack of hand grenades — something you grow to like on the other versions.

Apart from a slight similarity in graphics and the same plot, this Commando is nothing like the other Commandos at all. And as the plot is pretty thin, and the C16 graphics are not much cop, this game should not be confused with the real Commando.

As a game in its own right, this is not bad for the C16. But, you have to remember that most C16 software is around the £2 - £3 mark, so perhaps this is too much to pay, and you would be better getting two or three other games instead. **M.R.**

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●●
Value for money	●
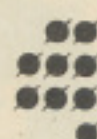
STAR RATING   ☼

Nebula

Title:	Tank Commander
Computer:	Amstrad (disk only)
Supplier:	Magic Logic
Price:	£17.95

Tank commander is a pseudo 3D tank battle game set in an unspecified combat zone, that is full of enemy armour. Your job is to rescue your agents, who are scattered around the play area.

The game operates in three modes — map mode will allow you to see the play area at a glance all the enemy that you have had contact with are visible, and the agent that you are currently after will show up as well.

Tactical mode, shows you your immediate area and is the mode that you use to travel around in. Enemy tanks appear and fire at you and the terrain is shown in fine detail. The terrain is important because it is this that dictates the speed of travel. Roads are very fast, with grass, trees, water, etc. slowing you down.

Travel across the map is on a screen by screen basis. Getting to the edge of one screen, flips you to the next. This is where the disk only aspect of the game comes in as all the screens and the map are loaded in from disk — this means that no holds are barred on the graphics and they look quite impressive.

When you get close to an enemy or press fire you go into battle mode. this loads in from disk a 3D representation of the square that you went into battle from. Unfortunately this depicts the scene from the middle of the

square, rather than from where your tank actually is — so if you go into battle mode in some water, you can still see the water as if you were on the bank.

When in battle mode, you can rotate your tank and change the elevatin of the gun to hit targets that are further away. These tanks and other armoured targets also fire back at you depleting your armour.

After your agent has been picked up it is time to find another one, and another, and another, (where do you put all these people? that's what I want to know). Slowly your rating increase from cadet to private and upwards.

Somehow I felt disappointed with this game, it had the potential for being very good, but certain little touches were left out — such as the lack of sound, Even a background rumbling noise could be made to sound good.

The graphics are reasonable, but the inaccuracy of the battle mode screens detracts from this slightly. The graphics of the enemy could have been improved slightly, they look a little cartoony at the moment.

The disk accessing is wasted, most of the game could have been implemented on tape, or with a single disk load. As it stands the constant disk whirring is an annoyance.

As I indicated before, this game is fun to play to begin with, though gets a bit boring after a while. It could have been a very good game . . . **M.R.**

PLANET RATINGS

Originality	●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●

STAR RATING

White Dwarf

62
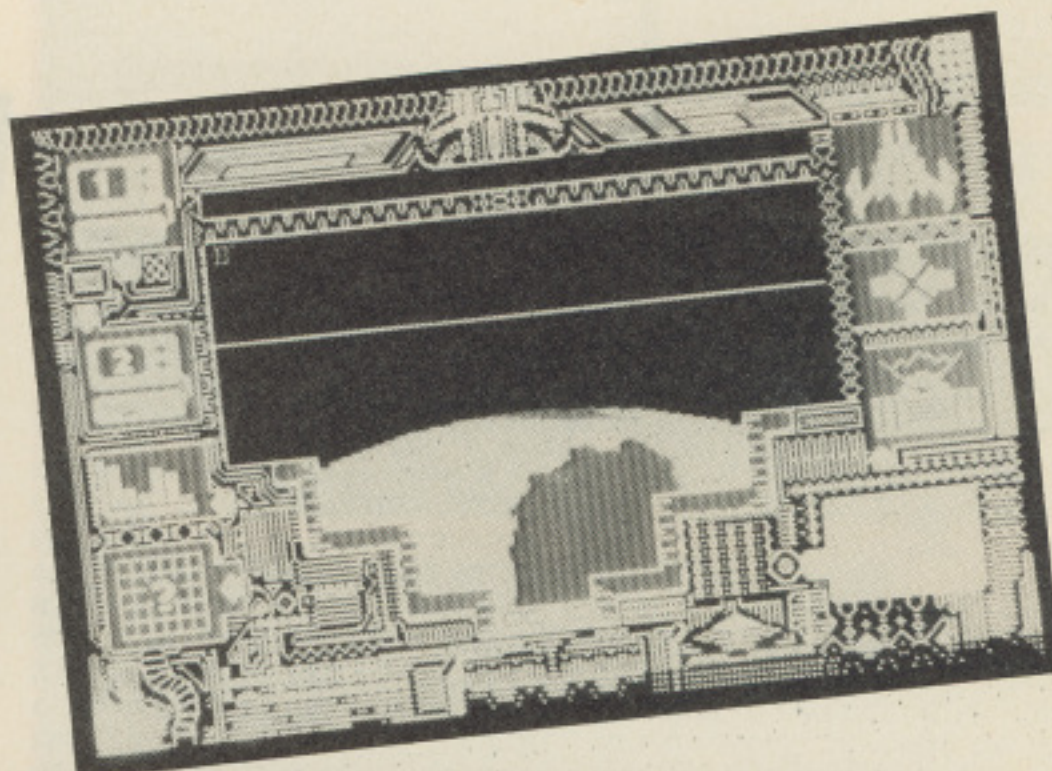
Title:	Xcel
Computer:	Amstrad
Supplier:	Program Techniques
Price:	£7.95

Xcel was exclusively reviewed on the Spectrum some months ago, and now Computer Gamer brings you the first review of the Amstrad version.

For those of you who missed the first review, here is an overview of the game: the universe has regressed into an earlier time, to save the universe you have to find and destroy the 30 sentine bases of the 300 known planets.

To do this you have stolen a space ship from a museum, however you only know certain controls from their pictographic references. The language is totally undeciferable, though in time you can understand chunks of it.

The game starts up with you in orbit around a planet, from here you can do a number of things under Icon control. The two computers can be accessed, one for instruction on playing the game and Icon functions. The other computer gives your information on the planet that you are currently orbiting, whether you've visited it or not, a map of the surface, and that sort of thing.

The other icons allow you to pick your planet, hyperspace to it, switch back to planet view mode, receive hyperspace communications, examine your status, and launch a lander to the planet.

Navigation simply allows you to select a planet and a system, all systems conveniently have three planets also displayed alongside the planet is some information on it — however it is in the writings of the ancients, so unless you are very good at decoding runes, you can't really understand it, though after a while you get used to which symbols mean that you are going to have a hard time.

Hyperspace will transport you to the planet, with a quick stars-flashing-past sequence similar

to 3D Time Trek. Dropping into attack mode puts you into one of your three shuttles and into an arcade-tupe sequence. You manoevre your shuttle through a maze of trees and buildings. After this you go into a Galaxian type screen with aliens coming at you in formation. the maze and the aliens are repeated again until you find a sentinel base — or you don't.

This process continues for each planet (in whatever order you decide) until you find all the bases.

Score is decided on a percentage basis rather than on the more conventional how-many-aliens-have-you-shot method. This gives you a hit/miss ratio with a sort of a graph.

Overall Xcel is a good game to play, it has a high difficulty factor for dedicated gamers and is presented extremely well — the rotating planet in view mode is very impressive. The graphics on a whole are excellent and have been slightly improved over the Spectrum game.

The reduction in colours is barely noticeable, and those used are very effective. Sound is much improved over the Spectrum with a drum synth rattling on in the background.

The main fault that I found was in the Icon selection. This is by various keys that are menat to represent the position of the icon on screen. I can never remember this properly and would have preferred to have seen the function keypad used instead. **M.R.**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING

Bright Star

Title:	The Last V8
Computer:	Amstrad
Supplier:	Mastertronic
Price:	£2.99

The Last V8 was acclaimed on the Commodore 64 for its incredible incidental music, great graphics, challenging game play, 'Mad Max' type plot, and (very importantly) it's incredibly low price.

The conversion to the Amstrad has been waited for with baited breath ever since it was first rumoured that Commodore owners weren't to have a monopoly on this excellent game — now it's here.

As mentioned before, the plot of the game is very 'Mad Max' is — the world has been devasted by nuclear war, you were saved by being a member of a top secret government project, working in an underground bunker. Eight years pass and the radiation has lessened to a stage where it may be possible to visit the surface once more. As a personal project, you have the last surviving V8, sports car that you owned some thirty years before. It is now heavily modified, with built in computers, extra long range tanks and anti-radiation shielding.

You set out to look for survivors, but before long you receive a message to return to base as one of the old A bombs stored away in some ancient vault is set to blow. It is from here that the game is set.

In the Commodore 64 version the start of the game is heralded with an announcement is software synthesied speech. Indeed, the packaging for the Amstrad version claims speech but I have yet to find any.

The game starts with a race against time to get to the entry bunker of your research establishment before the bomb blows up.

The top half of the screen shows a plan view of the terrain around your car. The bottom half shows status information such as time remaining, shield strength, fuel and distance to the base.

You now have to navigate through the countryside (looking embarrasingly un-spoilt despite the ravages of nuclear war, but you've got allow poetic licence to give you something pretty to look at instead of craters and things).

The road you have to navigate is very twisty and moves around your car in a four way continuous smooth scroll. This is slightly more jerky and slower, but you have to alllow for the limitations of the Amstrad's graphics compared to the Commodore, especially as the game was written with the Commodore in mind.

This slight slowing down makes the game a bit easier to play, but that is no fault, as the game is already (to coin a phrase) a pig to play.

When you have completed this section of the course you drop down into the bunker proper. From here you have to negotiate a maze of tunnels through the base. As an added incentive (the bomb has already gone up so ther is plenty of time left), some area are radioactive, so you have to avid these.

There are a number of alternative routes to the base, so it is wise to make a map and pick the least tradioactive — though that may the longest way round. After this who knows, though I've got as far as the sign saying 'sci base' I don't know what lies beyond (in my surprise at getting so far I drove int a wall!).

All the time that this is going on there is stirring music playing along in the backgroud, this music fits the game perfectly and is at just the right balance — much better than the usual repetitive Hubbard tunes that most games seem to have at the moment. The music is slightly different to the Commodore, there's less bass. But this is made up for slightly with an overlaying melody that crops up occasionally.

Overall an excellent game at the price, all the things that impressed me about the Commodore game are still valid here — especially the graphics. well worth the mloney for this especially challenging game.

M.R.

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
use of machine	●●●○
Value for money	●●●●●

STAR RATING

Red Giant
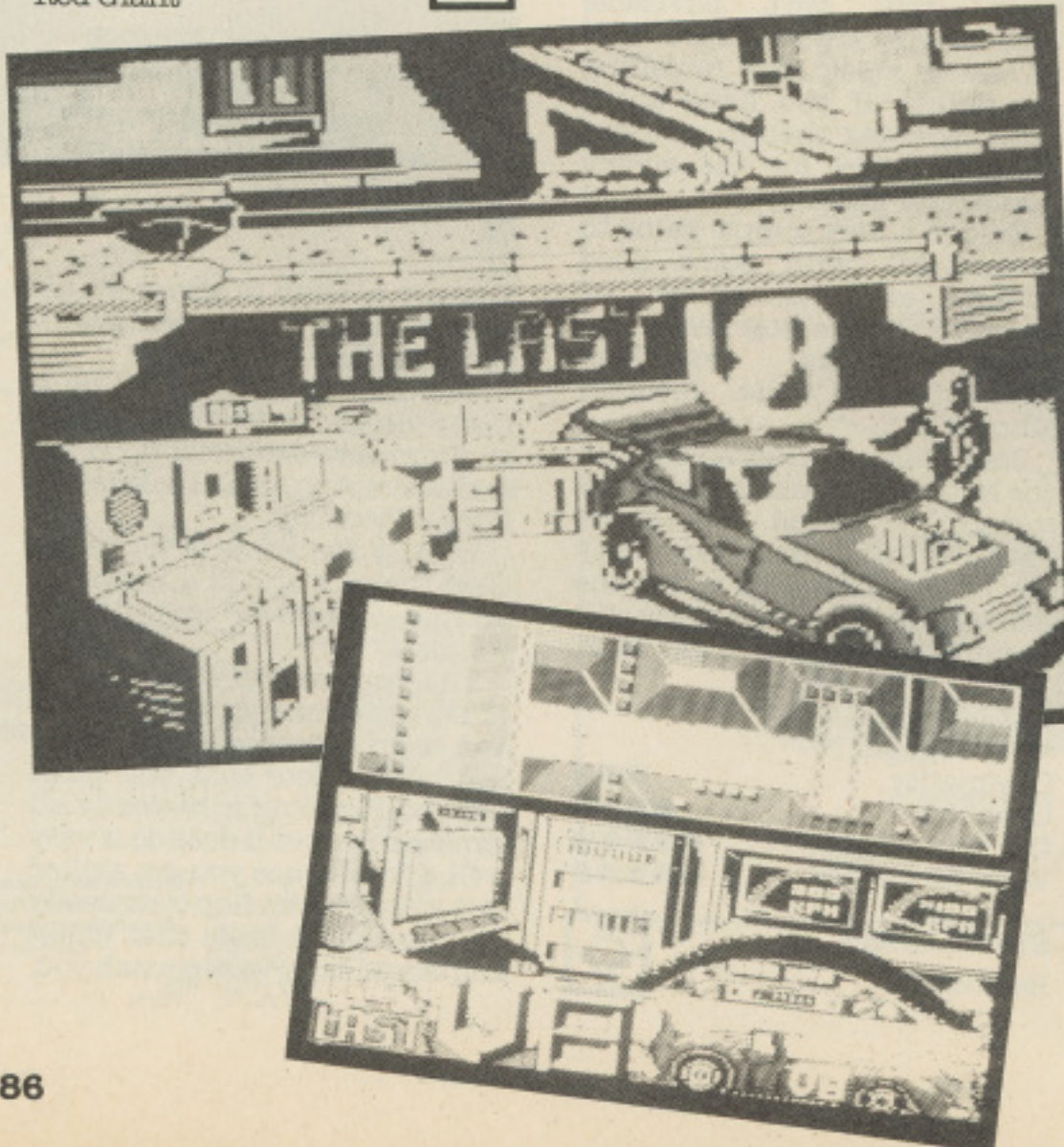
Title:	Bounty Bob Strikes Back
Computer:	BBC
Supplier:	Big Five (Concept)
	Micropower (Conversion)

US Gold is continuing its policy of supporting the BBC micro with this latest release. converted from the original Atari/ Commodore format by Micropower — one of the oldest BBC games software houses. This follows on from the success of Beach Head for the Electron and BBC which was released last year.

Bounty Bob Strikes Back is the sequel to the highly popular 'Miner 2049er', considered by many to be the first 'ladders and platforms' game (it came out years before 'manic miner'), and certainly enjoyed by thousands. BBSB (as I shall abbreviate it to — carrying on writing it out in full would cause an international tree shortage and would wear the keyboard on my (t)rusty Beeb down to the bare plastic) is an altogether more difficult game. And a game that even hardened L&P fanatics would find difficult to complete.

The setting is in an old abandoned uranium mine — previously owned by 'Nuclear Ned'. The game format takes on the standard 'one screen to another screen to another screen' format, and running over the walkways as the task to complete.

No game is ever that easy though, monsters (mutated furry creatures) wander about and only retrieving objects that are scattered around the mine can allow you to destroy them.

Other objects in the mine are matter transporters (remember it is the year 2049), lifts of various kinds, suction tubes that can whizz you from section to section, and a hoist that can move you about the screen. Plus the usual assortment of ladders, slides, and platforms.

Points are scored on a time remaining basis, with bonuses for picking up extra equipment on the way. You can also collect 'super energy food bars' (sounds like an American food commercial!), these speed up little Bob for a short while.

BBSB is a delighful L&P game tht would certainly please most advocates of this type of game. Whether it has a wider market into the more discerning games player, though, is questionable. But, on the Beeb, almost anything is appreciated due to the dearth of games for it compared to the amply supported other machines.

US gold say that they have more plans for BBC conversions, also to be done by Micropower. Let's hope that they are as good as well.
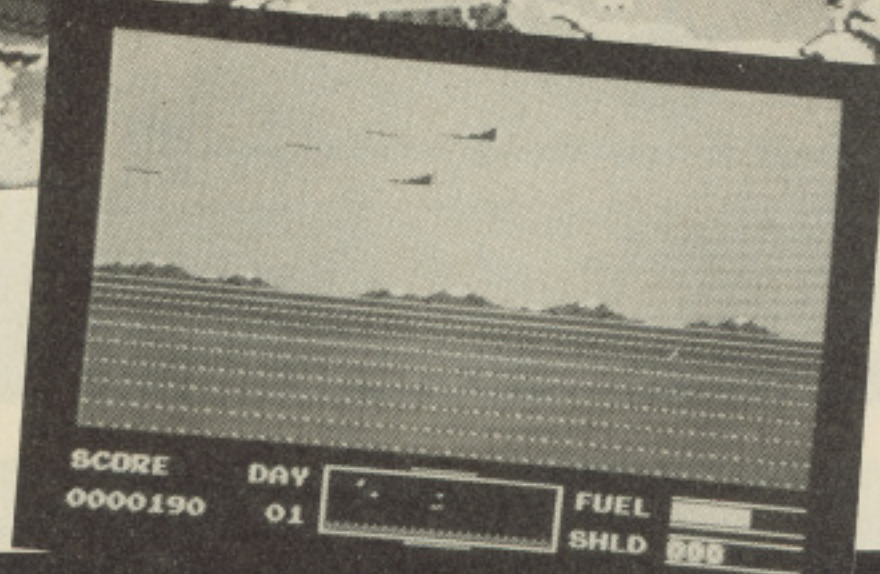
M.R.

PLANET RATINGS

Originality	●●○○
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING

Bright Star

63

Title: Bandits at Zero
Computer: C16
Supplier: Mastertronic
Price: £2.99

This is the first C16 game to be released under the Mastertronic 'MAD Games' imprint — budget games of a slightly higher quality than their usual 1.99 range, of course you have to pay an extra quid for them but as they are usually very good — who cares!

Bandits at Zero is an unadulterated shoot-em-up with a large number of nice touches. The setting is near the end of a bitter war, you are one of the remaining fighter pilots. Your mission — destroy the enemy aircraft carrier. To do this you must fly for many days over the ocean, past all the baddies' defences. It's about here that you actually start playing the game and the fun really starts.

The game is basically a left/right scrolling type with your plane able to fire missiles in whatever direction that it happens to be facing.

The screen is half covered in the ocean that you are meant to be flying over. This is covered in moving dots to convey a feeling of speed — this sounds rather silly, but it is surprising how effective it actually is.

Halfway up the screen is the horizon, this starts off with islands passing by, and changes to enemy ships firing at you and such like.

The enemy is provided for by large numbers of enemy planes that appear and can shoot at you or drop small bombs that you may be unlucky enough to run into.

You can tell which direction they are coming from by looking at the 'Defender' style radar at the bottom of the screen. This area at the bottom of the screen also shows what day it is, your score, your remaining shields, and your fuel level.

The time aspect of the game is very significant, Instead of going from level to level, you go from day to day with a night period in between (much more logical when you think about it really!).

Towards the end of the day the sky darkens and the enemies go home for tea (I think that's where they go, they seem to move off pretty sharpish though — I suppose they could be in a hurry to catch Eastenders, but I'm sure that even this enemy couldn't have that much bad taste!).

When night has fallen proper, your tanker flies up to you under the cover of darkness. To dock you must fly up to it very slowly from behind, a refuelling line then extends.

It can take until morning to refuel, though you can break off early, this isn't advisable because you are rewarded with an extra shield for refuelling completely. If you hang about until morning though, you are an easy target for the enemy planes and ships.

This is a very simple game to understand, with some good action and gameplay — especially on the later levels. The graphics are excellent, expecially for the memory starved C16.

This is an excellent addition to the MAD range, and is worth the extra pound above Mastertronic's usual (extremely low) price. It is good to see the pioneers of C16 software are still keeping up the good work. **M.R.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING
Red Giant

Title: Phantoms of the Asteroid
Computer: C64
Supplier: Mastertronic
Price: £1.99

You materialise on a strange platform in the semi-darkness of the interior of an asteroid. Bewidlered you look around to get your bearings and check your fuel, energy and oxygen supplies. All are in good order. Suddenly behind you, a blur appears which takes on a more solid form to reveal its characteristics of red slimy skin, large blinking eyes and horny antenna. It is a phantom.

It floats towards you weirdly and you draw your trusty laser to kill it. You miss and the moment it touches you, it disappears in a hiss of ectoplasm sapping your energy as it goes. Several more appear and now you are ready for them. Casually slaughtering them you activate your jet pack and begin to explore the maze of phantom infested tunnels.

In an attempt to leap through a laser barrier as it de-activates for precious seconds you get your foot caught in the deadly beam. You die ingnominiously in a shower of floating yellow bubbles. Yes, you die, not in the normal sense of the word since you are not one of these gifted game heroes with the Dr Who-style ability to re-animate in seconds. Reality is the theme here and one life is all you've got, matey, so be careful.

When you die you have to wait ages while Rob Hubbard's latest masterpiece assaults your ears. Tedious beyond belief.

Next game. This time you think you've got it sussed.

Leaping nimbly through green laser barriers you find extra fuel, oxygen and energy and kill numerous horrid hostile creatures. However there is one massive difficulty. The instructions for the game state that you need to stand on control pads to de-activate the deadly barriers which block your way in most of the tunnels. Unfortunately, there doesn't seem to be anything vaguely resembling one of these to get rid of the blue and purple lasers. The green ones seem to disppear of their own accord, which is very obliging, but after hours of playing I still hadn't been able to suss out the others.

I found the graphics very attractive and Rob Hubbard's music once it gets past the loading screen becomes an atmospheric series of bleeps reminiscent of the songs of whales. Very apt. the scrolling of the screens is nice and smooth but the whole game would be better if everything went a little bit faster.

Good to start with but annoyingly tedious after a while, Give it a go but don't expect too much.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Title: 3D Slime
Computer: Sinclair QL
Supplier: Datalink
Price: £13.95

You are a lump of gooey slime. Not only that, you are also green, corrosive and from Vega.

You have been captured by a nasty piece of work called Rorick and forced to enter the Robocity and attempt to steal the Masters Purple Pyramids.

Luckily the game is lot better then the plot and is a hybrid of Marble Madness meets the Pacmen.

The game consists of a number of screens consisting of slopes and narrow ledges along which lies purple dots that you must flop on. Flopping is basically all slime can do but it does do it very well. Indeed once you get skilled at it you can even flop completely over the giant balls that chase and would otherwise squash you.

Each screen provides an increasing challenge by introducing new courses to contend with and more balls to avoid.

3D Slime is the typical game that gets played addictively in offices when the players should be working,. This is something that Datalink have realised as pressing F5 drops you straight into the Megacalc IV spreadsheet which sits there adding random numbers saving both your game and your job

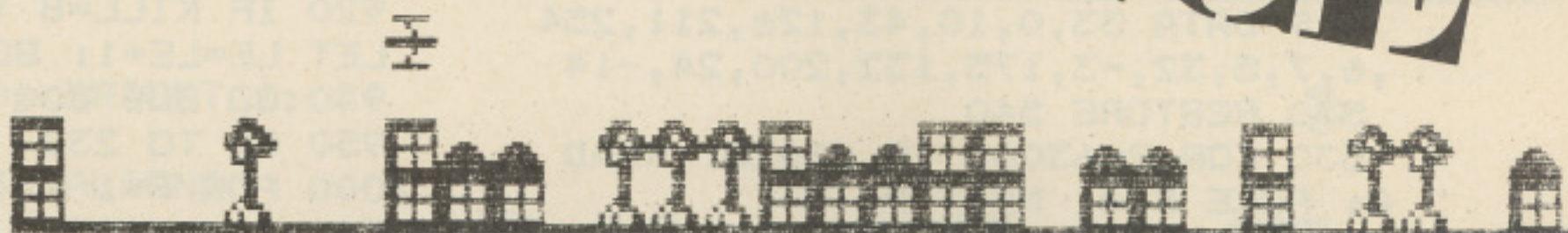PLANET RATINGS
Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star

CITY DEFENCE

by Eugene Morris

Machine code scrolling and sound effects make this an extremely fast game for the ZX Spectrum.

Can you defend the city against the alien hordes?

```
    1 GO SUB 300
    2 GO SUB 2000
   50 POKE 23658,8
   51 LET KILL=0
   60 GO SUB 600
   70 LET X=10: LET Y=16: LET Y2=
136: LET X2=92
   71 LET LE=1
   90 IF LE=1 THEN   LET E$="K"
   91 IF LE=2 THEN   LET E$="L"
   92 IF LE=3 THEN   LET E$=" I"
   93 IF LE=4 THEN   LET E$="J"
  120 GO SUB 800
  130 PRINT AT X,Y; INK 7; BRIGHT
1;"G"
  140 PRINT AT A,B; INK INT (RND*
6+1);E$
  141 LET X1=X: LET Y1=Y
  150 IF INKEY$="Q" AND X>3 THEN
LET X=X-1: LET X2=X2+8
  160 IF INKEY$="A" AND X<15 THEN
  LET X=X+1: LET X2=X2-8
  170 IF INKEY$="O" AND Y>15 THEN
  LET Y=Y-1: LET Y2=Y2-8
  180 IF INKEY$="P" AND Y<30 THEN
  LET Y=Y+1: LET Y2=Y2+8
  190 IF X=X1 AND Y=Y1 THEN   GO T
O 201
  200 PRINT AT X1,Y1;" "
  201 IF INKEY$<>"M" THEN   GO TO
230
  210 PLOT Y2,X2: DRAW (255-Y2),0
: OVER 1: BEEP .001,26: PLOT Y2,
X2: DRAW (255-Y2
),0
  211 OVER 0
  220 IF X=A AND Y<B THEN   GO TO
900
  230 LET MO=INT (RND*3)
  240 IF MO=1 OR MO=2 THEN   LET B
=B-2: PRINT AT A,B+2;" "
  250 IF MO=0 THEN   LET A=A+1: PR
INT AT A-1,B;" "
```

```
  260 IF B<2 THEN   LET B=31
  261 IF A=16 THEN   LET HIT=HIT+1
: PRINT AT 0,20;HIT;AT 17,B;"HH
";AT 18,B;"HH": R
ANDOMIZE USR 50000: RANDOMIZE US
R 50000: BORDER 0: PRINT AT 17,B
; INK 3; BRIGHT
1;"   ";AT 18,B;"   ": GO SUB 800
  262 IF HIT=5 THEN   LET HIT=0: L
ET LV=LV-1: PRINT AT 0,20;HIT;AT
0,31;LV
  263 IF LV=0 THEN   GO TO 1000
  264 RANDOMIZE USR 63000
  265 RANDOMIZE USR 63100
  266 GO TO 130
  300 RESTORE 400
  301 FOR q=1 TO 12
  310 READ a$: FOR p=0 TO 7: READ
a: POKE USR a$+p,a: NEXT p
  320 NEXT q
  400 DATA "A",255,255,201,201,2
55,201,201,255
  410 DATA "B",0,0,0,24,60,126,2
55,255
  420 DATA "C",56,124,238,247,22
3,94,120,24
  430 DATA "D",24,24,24,24,56,92
,166,166
  440 DATA "E",255,255,0,0,0,0,0
,124
  450 DATA "F",124,0,0,0,0,0,255
,255
  460 DATA "G",240,216,110,55,11
0,216,240,0
  470 DATA "H",36,8,82,32,132,18
,40,4
```

67

```
480 DATA "I",8,40,24,92,62,106
,84,56
490 DATA "J",60,102,255,153,25
5,102,60,0
500 DATA "K",1,3,3,61,65,255,6
3,7
510 DATA "L",126,16,8,255,255,
8,16,126
511 RESTORE 519
512 FOR P=50000 TO 50016: READ
A: POKE P,A: NEXT P
519 DATA 33,0,10,43,126,211,254
,6,7,5,32,-3,175,132,200,24,-14
520 RESTORE 540
530 FOR P=63000 TO 63025: READ
A: POKE P,A: NEXT P
540 DATA 33,32,80,14,8,86,6,31,
35,126,43,119,35,16,-7,114,6,31,
43,16,-3,36,13,3
2,-20,201
541 RESTORE 550
544 FOR P=63100 TO 63125: READ
A: POKE P,A: NEXT P
550 DATA 33,64,80,14,8,86,6,31,
35,126,43,119,35,16,-7,114,6,31,
43,16,-3,36,13,3
2,-20,201
560 LET HI=0
590 RETURN
600 PAPER 0: INK 7: BORDER 0: C
LS
610 LET SC=0: LET HIT=0: LET LV
=3
620 PRINT AT 0,0;"SCORE ";SC;AT
0,15;"HITS ";HIT;AT 0,30;"G";L
V
630 PLOT 0,160: DRAW 255,0
640 PLOT 0,164: DRAW 255,0
650 PRINT AT 21,1; PAPER 7; INK
2; BRIGHT 1;"CITY DEFENCE: BY E
UGENE MORRIS"
660 PRINT AT 20,0; INK 4;"FFFF
FFFFFFFFFFFFFFFFFFFFFFFFFF
FFFF"
670 PRINT AT 19,0; INK 4;"EEEE
EEEEEEEEEEEEEEEEEEEEEEEEEE
EEEE"
680 PRINT AT 18,0; INK 3; BRIGH
T 1;"AAAAA AA A DD A D A A D
D AAAA DDD"
690 PRINT AT 17,0; INK 3; BRIGH
T 1;"ABBAA BB A CC B C AA C
C AABB CCC"
700 RETURN
800 RANDOMIZE
```

```
810 LET A=INT (RND*12+3)
820 LET B=31
830 RETURN
900 PRINT AT A,B;"H": RANDOMIZ
E USR 50000: PRINT AT A,B;" ": B
ORDER 0
901 LET SC=SC+5: PRINT AT 0,6;S
C
910 LET KILL=KILL+1
911 IF LE=4 AND KILL=8 THEN LE
T LE=1: LET KILL=0: GO TO 80
920 IF KILL=8 THEN LET KILL=0:
LET LE=LE+1: GO TO 80
940 GO SUB 800
950 GO TO 230
1000 FOR P=1 TO 10: PRINT AT X,Y
;"H": RANDOMIZE USR 50000: PRIN
T AT X,Y;" ": BOR
DER 0: NEXT P
1001 IF SC>HI THEN LET HI=SC
1010 PRINT AT 5,2; FLASH 1;"
"
1020 PRINT AT 6,2; FLASH 1;"
"
1030 PRINT AT 7,2; FLASH 1;"
"
```

CITY DEFENCE

```
1031 PRINT AT 10,7;"HIGH SCORE="
;HI
1040 PRINT AT 12,5;"P R E S S  A
N Y  K E Y"
1050 IF INKEY$="" THEN GO TO 10
50
2000 PAPER 0: INK 7: BORDER 0: C
LS
2010 PRINT AT 4,0; INK 4;"P R E
S E N T I N G . . ."
2020 PRINT AT 7,6; BRIGHT 1;"C I
T Y  D E F E N C E"
2030 PRINT AT 10,16; INK 3;"BY E
UGENE MORRIS"
2040 PRINT AT 17,10; FLASH 1;"PR
ESS ANY KEY"
2050 IF INKEY$="" THEN GO TO 20
50
2060 CLS
2070 PRINT AT 1,10; BRIGHT 1;"CI
TY DEFENCE"
2080 PRINT AT 3,0;"Q....UP
A....DOWN"
2090 PRINT AT 5,4;"O....LEFT
P....RIGHT"
2100 PRINT AT 7,12;"M....FIRE"
2110 PRINT AT 12,0;"YOUR CITY IS
UNDER ATTACK FROM": PRINT "A GR
OUP OF EVIL ALIE
NS.": PRINT "THEY WILL SEND SUIC
```

68!

```
IDE SHIPS AT": PRINT "YOUR CITY
WITH THE AIM OF
DEST-": PRINT "ROYING IT."
2111 PRINT "YOU AND YOUR INVINCI
BLE CRAFT": PRINT "MUST SHOOT TH
E ALIENS BEFORE"
: PRINT "THEY HIT YOUR CITY. YOU
R CITY": PRINT "CAN ONLY SURVIVE
 15 HITS!": PRIN
T "GOOD LUCK. PRESS A KEY."
2120 IF INKEY$="" THEN  GO TO 21
20
2130 CLS
2140 PRINT AT 1,10; BRIGHT 1;"CI
TY DEFENCE"
2150 PRINT AT 4,13;"ALIENS"
2160 PRINT AT 6,6;"G..........Y
OUR CRAFT"
2170 PRINT AT 8,6;"I...........
...H BOMB"
2180 PRINT AT 10,6;"J..........
....SAUCER"
2190 PRINT AT 12,6;"L..........
ARGON SHIP"
2200 PRINT AT 14,6;"K..........
.....ZAPPO"
2210 PRINT AT 17,10;"PRESS A KEY
"
2220 IF INKEY$="" THEN  GO TO 22
20
2230 GO TO 50
```


SPECTRUM

THERAPY

by G Ravenna

Some of the older Gamers will remember a 'game' from the early days of computing called Eliza.

This is a Commodore 64 program that is similar in function to that old favourite, with a few twists.

The computer plays the psychiatrist and you play his patient.

Doctor, doctor, I keep suffering from long periods of boredom. — Well throw away your tape deck and get yourself a disk drive...

```
100 PRINTCHR$(142)CHR$(8)CHR$(30):POKE53
281,0:POKE53280,0:GOSUB1230:POKE198,0
105 Q=0:QD=0
110 PRINTCHR$(147);"HELLO. I'M DOCTOR RO
M.":PRINT"WHAT'S YOUR NAME ?"
115 GOSUB1160:A$=P1$:PRINT
120 PRINT"SHORTLY, ";A$;",":PRINT"WHAT I
S YOUR PROBLEM ?":GOSUB1160
125 B$=P1$
130 PRINT:PRINTB$;"...?":PRINT:PRINT"TEL
L ME SOMETHING MORE ABOUT THIS "
140 GOSUB1160:GOSUB900
150 PRINT:PRINT"I SEE , I SEE..";B$:PRIN
T"IT'A  BIG PROBLEM FOR YOU."
160 GOSUB1160:IFP1$="NO"THENPRINT"PROBAB
LY I DON'T UNDERSTAND WERRY WELL..."
170 PRINT:PRINT"CAN YOU BE MORE PRECISE
? WHY ";:PRINTB$;
175 PRINT" IS A BIG PROBLEM FOR YOU ?"
180 GOSUB1160:GOSUB900
190 PRINT:PRINT"HOW DO YOU FEEL, ";A$;"?"
;:GOSUB1160:C$=P1$
200 PRINTCHR$(147)
205 PRINT"WHAT YOU ARE TELLIG ME,";A$;",
";:PRINT"IS THAT YOUR PROBLEM WHITH ";B$
210 PRINT"MAKES YOU FEEL ";C$;".":GOSUB1
160
220 PRINT:PRINT"CAN YOU BE MORE PRECISE
ABOUT YOUR FEELINGS?":GOSUB1160:GOSUB900
230 PRINT:PRINT"HAVE YOU HAD THE SAME PR
OBLEM IN THE PAST ?(Y OR N)":GOSUB1160
240 IFP1$<>"N"THEN260
250 PRINT"I SEE.SO THIS NEW SITUATION MU
ST BE DIFFICULT FOR YOU ."
255 GOTO 320
260 PRINT:PRINT"DID YOU FEEL ";C$;" ALSO
 IN THE PAST ?"
270 GOSUB1160:PRINT"TELL ME SOMETHING MO
RE ."
280 GOSUB1160:GOSUB900
290 PRINTCHR$(147)"I THINK WE ARE GETTIN
G NEAR YOUR PROBLEM ."
300 PRINT"DO YOU THINK THERE IS A LINK ?
";GOSUB1160:PRINT:PRINT"CONTINUE..."
310 GOSUB1160:PRINT:PRINT"THIS SEEMS TO
BE A BIG PROBLEM ";
315 PRINT" FOR YOU":GOSUB1160
320 PRINT:PRINT"HAVE YOU SOME IDEAS TO R
ESOLVE THIS SITUATION ?"
330 PRINT"Y OR N":GOSUB1160
340 IFP1$<>"Y"THEN350
343 PRINT"DO YOU THINK THIS IDEA CAN BE
":PRINT"SUCCESSFUL ?":GOTO360
350 PRINT:PRINT"WHI DON'T YOU MAKE A LIS
T OF THE "
355 PRINT"POSSIBLES SOLUTIONS, THEN ?"
360 GOSUB1160:GOSUB900
370 FORT=1TO500:NEXTT:PRINTCHR$(147)
380 PRINT"OKAY, WHAT IS THE WORD THAT BE
ST"
385 PRINT"DESCRIBES HOW YOU FEEL AT THIS
":PRINT"MOMENT ?"
390 GOSUB1160:D$=P1$:PRINT:PRINTD$;"...?
"
400 GOSUB1160:GOSUB900:PRINT
410 PRINT"LET'S SEE WHAT WE CAN DO.":PRI
NT"WHY DON'T WE TRY THE ";
430 PRINT"ASSOCIATION OF WORDS":PRINT"AN
D SEE WHERE DOES THIS LEAD US TO."
440 PRINT"WHAT DO YOU THINK (Y OR N) ?":
GOSUB1160
450 IFP1$="Y"THEN490
460 PRINT:PRINT"I THINK THAT THIS CAUSES
 YOU SOME PROBLEMS."
470 PRINT"TELL ME WHY.":GOSUB1160:IFP1$=
"N"THEN830
480 PRINT:PRINT"I THINK THE ASSOCIATION
OF WORDS IS VERY USEFUL."
490 PRINT:PRINT"LET'S TRY."
500 PRINT"I'LL SAY A WORD AND YOU MUST T
ELL ME THE FIRST WORD THAT COMES IN ";
505 PRINT"YOUR MIND."
510 REM $$$WORDS ASSOCIATION$$$
520 FORT=1TO5000:NEXTT:PRINTCHR$(147);"D
OG":PRINT:GOSUB1160
530 PRINT:PRINT"DRINK":PRINT:GOSUB1160
540 PRINT:PRINT"HOME":PRINT:GOSUB1160:E$
=P1$
550 PRINT:PRINTB$:PRINT:GOSUB1160:F$=P1$
560 PRINT:PRINT"SENTIMENTS":PRINT:GOSUB1
160
570 PRINT:PRINT"AMUSEMENT":PRINT:GOSUB11
60:G$=P1$
580 PRINT:PRINT"MATHER":PRINT:GOSUB1160:
I$=P1$
590 PRINT:PRINTC$:PRINT:GOSUB1160:J$=P1$
600 FORT=1TO1000:NEXTT:PRINTCHR$(147)
610 PRINT"I'VE NOTICED THAT WHEN I SAID
HOME":PRINT"YOU ANSWERED ";E$;"."
620 PRINT"MAYBE THIS REFLECTS IN SOME WA
YS YOUR"
625 PRINT" FEELINGS ?"
630 PRINT"(Y OR N)":GOSUB1160:IFP1$<>"Y"
THEN650
640 PRINT:PRINT"IN WHICH WAY ?":GOSUB116
0:GOSUB900
650 PRINT:PRINT"IS THERE A RELATION WITH
 YOUR PROBLEM ":PRINT"WITH ";B$
660 GOSUB1160:GOSUB900:PRINT:PRINT"WHEN
I SAID ";B$
665 PRINT"YOU SAID ";F$
670 PRINT"WHAT MEANING DO YOU GIVE TO TH
IS ?":GOSUB1160:GOSUB900
680 PRINT:PRINT"ARE YOU TIRED ? DO YOU W
ANT A KLEENEX ?":GOSUB1160
690 IF P1$<>"Y"THEN710
700 PRINT"PLEASE..":FORT=1TO1000:NEXTT
710 PRINT:PRINT"IT'S INTERESTING THAT WH
EN I SAID"
715 PRINT"ENJOY , YOU SAID ";G$
720 GOSUB1160:GOSUB900:PRINTCHR$(147);"H
MMMM..."
730 PRINT:PRINT"I THINK , ";A$;","
735 PRINT"THAT THERE IS A RELATION WITH
YOUR PROBLEM "
740 PRINT"WITH ";B$
750 GOSUB1160:GOTO770
760 REM $$$DREAMS$$$
770 PRINT:PRINT"LET'S TRY WITH DIFFERENT
 APPROACH ,":PRINTA$
780 PRINT"TELL ME ONE OF YOUR DREAMS.":G
OSUB1160:GOSUB1040:IFQD=1THEN840
790 PRINT:PRINT"HOW DO YOU DESCRIBE YOUR
 SENTIMENTS IN YOUR DREAM ?"
791 GOSUB1160
800 PRINT:PRINT"WAS THE DREAM IN RELATIO
N WITH ";I$
```

70

```
810 GOSUB1160:FORT=1TO1000:NEXTT
820 REM ***FINISHED***
830 PRINTCHR$(147);"I THINK WE ARE GOING
    IN THE RIGHT DIRECTION.":PRINT
840 PRINT"WE HAVE TALKED ABOUT YOUR PROB
    LEM WITH":PRINTB$
845 PRINT"AND ABOUT HOW IT MAKES YOU FEE
    L"
850 PRINTC$;";"
860 PRINT"AND DISCUSSED SOME POSSIBLE SO
    LUTIONS."
870 PRINT:PRINT"BUT THE TIME AT YOUR DIS
    POSITION HAS EXPIRED."
875 PRINT"GOODBYE.SEE YOU NEXT WEEK."
880 END
890 REM ***KEY WORDS***
900 IF Q>0THENRETURN
910 FORJ=1TOLEN(P1$)-10
920 IFMID$(P1$,J,10)<>"AMUSEMENT"THEN930
925 PRINT:PRINT"WHAT DO YOU THINK ABOUT
    AMUSEMENT ?":GOTO 950
930 NEXTJ
940 RETURN
950 GOSUB1160:Q=1:PRINT:PRINT"THEY SEEM
    IMPORTANT FEELINGS."
960 GOSUB1160:RETURN
1040 REM ***KEY WORDS IN THE DREAM***
1050 FORJ=1TOLEN(P1$)-4
1060 IFMID$(P1$,J,4)="NOT "THEN1120
1070 NEXTJ
1110 RETURN
1120 PRINTCHR$(147)"WHY DO YOU THINK SO
```

```
?":GOSUB1160:GOSUB900
1130 PRINT"IT CAN BE USEFUL TO DISCUSS T
     HIS "
1140 PRINT"LATER ON. WE CAN DISCOVER THA
     T THERE IS "
1150 PRINT"A RELATION WITH YOUR PROBLEM
     WITH ";B$,".":QD=1:RETURN
1160 REM ***INPUT ROUTINE***
1170 P1$=""
1180 GETP2$:IFP2$=""THEN1180
1190 PRINTP2$;
1200 IF P2$=CHR$(13)THENRETURN
1210 P1$=P1$+P2$
1220 GOTO1180
1230 REM ***INTRODUCTION***
1240 PRINTCHR$(147);TAB(15)"THERAPY"
1250 PRINT:PRINT"DO YOU WANT AN INTRODUC
     TION ? (Y/N)"
1260 GETQ$:IFQ$<>"Y"ANDQ$<>"N"THEN1260
1270 IFQ$="N"THENRETURN
1280 PRINTCHR$(147);"WELCOME AT YOUR ANA
     LYSIS MEETING.DOCTOR ROM";
1285 PRINT" WILL BE THERE IN A ";
1290 PRINT"MOMENT. WHILE YOU WAIT , HERE
     ARE SOME USEFUL ADVICES."
1300 PRINT"ADVICES ABOUT HOW TO EXPLOIT
     IN THE BEST ";
1305 PRINT"POSSIBLE WAY THIS MEETING.":P
     RINT:PRINT
1310 PRINT"JUST LIKE MOST OF THE THINGS
     IN LIFE , ALSO WITH ";
1320 PRINT"ANALYSIS , THE MORE YOU GIVE
```

```
, THE MORE YOU GET BACK,YOU MAY FIND"
1325 PRINT"IT AMUSING ";
1330 PRINT" TO INSULT THE DOCTOR OR TO L
     AUGH ABOUT HIS GRAMMAR."
1335 PRINT" "
1340 PRINT"(DOWN)ANYWAY , ALSO IF IT IS
     ONLY A GAME , IT CAN";
1350 PRINT" GIVE YOU SOME INTERESTING AN
     D IMPORTANT IDEAS."
1360 PRINT"THIS CAN HAPPEN IF YOU TRY TO
     UTILISE";
1370 PRINT" THIS MEETING AS A WAY OF THI
     NKING ABOUT "
1380 PRINT"EVERY DAY PROBLEMS."
1390 PRINT:PRINT:PRINTCHR$(18)"PRESS ANY
     KEY TO CONTINUE"
1400 POKE198,0:WAIT198,1
1410 PRINTCHR$(147):PRINT:PRINT"THE DOCT
     OR HAS ARRIVED."
1420 PRINT:PRINT:PRINT"TO ANSWER DOCTOR
     ROM'S QUESTIONS YOU ONLY HAVE"
1430 PRINT"TO WRITE THE ANSWERS AND PRES
     S ";CHR$(18);"RETURN";CHR$(146)
1435 PRINT"WHEN YOU HAVE FINISHED."
1440 PRINT:PRINT:PRINT"ENJOY YOUR ANALYS
     IS MEETING."
1450 PRINTSPC(240);CHR$(18);"PRESS ANY K
     EY TO CONTINUE"
1460 POKE198,0:WAIT198,1:RETURN
```

HORSES

BY DAREN EBSWORTH

```
   1 CLS : RANDOMIZE : POKE 236
58,8: GO SUB 1000: GO SUB 6000:
DIM A$(100): DIM B(10): DIM E$(6
,30)
   2 INPUT "WHAT LEVEL(1-3)";Z:
LET CASH=Z*50
   3 IF Z<1 OR Z>3 THEN  GO TO 2
   4 LET A$="▢▢▢▢▢▢▢▢▢▢▢▢▢▢
▢▢▢▢▢▢▢▢▢▢▢▢▢▢."
   5 LET B$="E": LET TIME=0: LE
T WIN=0
   6 LET L$=""
   7 BORDER 4: PAPER 4: INK 7
   8 GO SUB 2000
   9 LET LENGHT=30: LET END=-1:
LET M=1
  10 REM HORSE RACING
  15 INK 0: PRINT AT 0,0;"HORSE:
";HORSE;"-";H$;"  ODDS:";ODDS;"-
1"
  20 LET A=25: LET B=25: LET C=2
5: LET D=25: LET E=25: LET F=25
  30 INK 7: PRINT AT 3,0;A$
  31 INK 0: PRINT AT 5,25;"B";A
T 6,25;"B";AT 7,25;"B";AT 8,25;
"B";AT 9,25;"B";AT 10,25;"B"
  32 INK 0: PRINT AT 3,25;"F"
  34 INK 7: PRINT AT 12,0;A$
  35 INK 0: FOR N=1 TO 100: NEXT
N: PRINT AT 7,13;"GET READY"
  37 INK 0: FOR N=1 TO 100: NEXT
N: PRINT AT 7,13;"  GO!    ": B
EEP .10,-30: PRINT AT 2,25;"G":
 PAUSE 10: PRINT AT 2,25;" ": BE
EP .10,-30: PRINT AT 1,25;"G":
PAUSE 10: PRINT AT 1,25;" ": BEE
P .10,-30: PRINT AT 0,25;"G": P
AUSE 10: PRINT AT 0,25;" "
  38 INK 0: PRINT AT 0,0;"HORSE:
";HORSE;"-";H$;"  ODDS:";ODDS;"-
1"
  39 PRINT AT 7,15;"     "
  40 FOR N=1 TO 1
  45 LET N=1
  50 INK 7: PRINT AT 3,0;A$
  52 INK 2: IF TIME>=LENGHT THEN
PRINT AT 2,END;" ": LET END=EN
D+1: PRINT AT 2,END;"E"
  55 INK 7: PRINT AT 12,0;A$
  60 LET A$(N TO N+31)=A$(N+31)+
A$(N TO N+30)
  70 NEXT N
  71 INK 0
  75 PRINT AT 5,A;"A"
  76 PRINT AT 6,B;"A"
  77 PRINT AT 7,C;"B"
  78 PRINT AT 8,D;"A"
  79 PRINT AT 9,E;"B"
  80 PRINT AT 10,F;"B"
  83 GO SUB 9000
  85 LET MOVE=INT (RND*6)+1
  90 IF MOVE=1 THEN  LET A=A-1:
PRINT AT 5,A+1;" "
 100 IF MOVE=2 THEN  LET B=B-1:
PRINT AT 6,B+1;" "
 110 IF MOVE=3 THEN  LET C=C-1:
PRINT AT 7,C+1;" "
 120 IF MOVE=4 THEN  LET D=D-1:
PRINT AT 8,D+1;" "
 130 IF MOVE=5 THEN  LET E=E-1:
PRINT AT 9,E+1;" "
```

```
 140 IF MOVE=6 THEN  LET F=F-1:
PRINT AT 10,F+1;" "
 150 PRINT AT 5,A;"B"
 160 PRINT AT 6,B;"B"
 170 PRINT AT 7,C;"A"
 180 PRINT AT 8,D;"B"
 190 PRINT AT 9,E;"A"
 200 PRINT AT 10,F;"A"
 210 PRINT AT 18,1; INVERSE 1;"Y
OUR CASH:#";CASH
 220 PRINT AT 18,20; INVERSE 1;"
BET:#";TA: INVERSE 0
 225 PRINT AT 20,1; INVERSE 1;"L
EADER:";L$: INVERSE 0
 230 LET TIME=TIME+1
 250 IF TIME>=LENGHT AND A=END T
HEN  LET E$(M)="RED RUM": LET M=
M+1
 260 IF TIME>=LENGHT AND B=END T
HEN LET E$(M)="BOTTLE BOY": LET
M=M+1
 270 IF TIME>=LENGHT AND C=END T
HEN  LET E$(M)="LUCKY JIM": LET
M=M+1
 280 IF TIME>=LENGHT AND D=END T
HEN  LET E$(M)="CRACKER": LET M=
M+1
 290 IF TIME>=LENGHT AND E=END T
HEN  LET E$(M)="ACE OF SPADES":
LET M=M+1
 300 IF TIME>=LENGHT AND F=END T
HEN  LET E$(M)="FAST RIDER": LET
M=M+1
 320 IF END=30 THEN  PRINT AT 2,
30;" ": PRINT AT 12,11;"RACE OVE
R": FOR N=1 TO 300: NEXT N: GO T
O 3000
 996 PAPER 4
 999 GO TO 40
1000 REM UDG'S
1010 FOR N=0 TO 55
1020 READ A
1030 POKE USR "A"+N,A
1040 NEXT N
1050 DATA 0,64,224,60,60,102,153
,0
1060 DATA 0,64,224,60,60,36,36,0
1070 DATA 255,24,24,24,24,24,24,
255
1080 DATA 255,0,0,0,0,0,0,255
1090 DATA 126,255,195,195,195,19
5,255,126
1100 DATA 64,88,88,60,26,26,36,3
6
1110 DATA 0,0,0,64,64,0,0,0
1999 RETURN
2000 CLS
2010 INK 0
2020 PRINT "WHAT HORSE DO YOU WA
NT TO BET ON"
2030 PRINT : PRINT
2036 FOR N=1 TO 6
2037 LET ODDS=INT (RND*20)+1
2038 LET B(N)=ODDS
2040 IF N=1 THEN  PRINT "A1U RED
 RUM            ";B(N);"-1"
2050 IF N=2 THEN  PRINT "A2U BOT
TLE BOY         ";B(N);"-1"
2060 IF N=3 THEN  PRINT "A3U LUC
KY JIM          ";B(N);"-1"
2070 IF N=4 THEN  PRINT "A4U CRA
CKERS           ";B(N);"-1"
2080 IF N=5 THEN  PRINT "A5U ACE
 OF SPADES       ";B(N);"-1"
2090 IF N=6 THEN  PRINT "A6U FAS
T RIDER         ";B(N);"-1"
2100 NEXT N
2105 LET MM=0
2110 FOR N=1 TO 6
2130 IF B(N)=MM THEN  PRINT AT N
```

```
+2,29;"FAV": GO TO 2200
2140 NEXT N
2150 LET MM=MM+1
2160 GO TO 2110
2170 CLS
2200 INPUT "CHOOSE HORSE:";HORSE
2205 IF HORSE<1 OR HORSE>6 THEN
 GO TO 2200
2206 LET HORSE=INT HORSE
2210 IF HORSE=1 THEN  LET H$="RE
D RUM": LET ODDS=B(1)
2220 IF HORSE=2 THEN  LET H$="BO
TTLE BOY": LET ODDS=B(2)
2230 IF HORSE=3 THEN  LET H$="LU
CKY JIM": LET ODDS=B(3)
2240 IF HORSE=4 THEN  LET H$="CR
ACKERS": LET ODDS=B(4):
2250 IF HORSE=5 THEN  LET H$="AC
E OF SPADES": LET ODDS=B(5)
2260 IF HORSE=6 THEN  LET H$="FA
ST RIDER": LET ODDS=B(6)
2261 GO SUB 2300
2265 CLS
2266 INK 0
2267 PRINT AT 16,0;"▨▨▨▨▨▨▨▨▨▨▨
▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨"
2268 PRINT AT 17,0;"▨▨▨▨▨▨▨▨▨▨▨
▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨"
2269 PRINT AT 18,0;"▨▨▨▨▨▨▨▨▨▨▨
▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨"
2270 PRINT AT 19,0;"▨▨▨▨▨▨▨▨▨▨▨
▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨"
2271 PRINT AT 20,0;"▨▨▨▨▨▨▨▨▨▨▨
▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨"
2275 PRINT AT 21,0;"▨▨▨▨▨▨▨▨▨▨▨
▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨▨"
2280 RETURN
2300 PRINT AT 15,6;"YOU HAVE #";
CASH
2305 INPUT "HOW MUCH CASH #";TA
2310 IF TA>CASH THEN  GO TO 2300
2320 LET CASH=CASH-TA
2330 RETURN
3000 CLS
3010 PRINT "RESULTS"
3020 PRINT : PRINT
3080  FOR M=1 TO 3
3085  LET WIN=0
3090 IF M=1 THEN  PRINT M;"st";"
 ";E$(M)
3091 IF M=2 THEN  PRINT M;"nd";"
 ";E$(M)
3092 IF M=3 THEN  PRINT M;"rd";"
 ";E$(M)
3093 IF SCREEN$ (3,4)=H$(1) THEN
 LET WIN=1
3094 IF SCREEN$ (5,4)=H$(1) THEN
 LET WIN=2
3095 IF SCREEN$ (7,4)=H$(1) THEN
 LET WIN=3
3100 NEXT M
3110 IF WIN=1 THEN  PRINT AT 10,
0;"YOU CAME 1ST AND WON #";INT (
TA*ODDS): LET CASH=INT (CASH+TA*
ODDS)+TA
3115 IF WIN=2 THEN  PRINT AT 10,
0;"YOU CAME 2ND AND WON #";INT (
TA*ODDS)/2: LET CASH=INT (CASH+T
A*ODDS/2)+TA
3116 IF WIN=3 THEN  PRINT AT 10,
0;"YOU CAME 3RD AND WON #";INT (
TA*ODDS)/3: LET CASH=INT (CASH+T
A*ODDS/3)+TA
3120 IF WIN=0 THEN  PRINT AT 10,
0;"UNLUCKY YOU LOST THAT RACE"
3130 IF CASH=0 THEN  GO TO 4000
3135 IF CASH>=1000000 THEN  GO T
O 5000
3140 FOR N=1 TO 300: NEXT N
3150 GO TO 4
```

```
4000 FOR N=1 TO 300: NEXT N: REM
 END OF GAME
4010 CLS
4020 PRINT "SORRY BUT YOUR BROKE
.YOU WOULD  NOT MAKE A GOOD GAMB
LER."
4021  REM BROKE MUSIC
4022  BEEP 1,0: BEEP 1,2: BEEP .
5,3: BEEP .5,2: BEEP 1,0
4024  BEEP 1,3: BEEP 1,5: BEEP 2
,7
4026  BEEP .75,7: BEEP .25,8: BE
EP .5,7: BEEP .5,5: BEEP .5,3: B
EEP .5,2: BEEP 1,0
4029  BEEP 1,0: BEEP 1,-5: BEEP
2,0
4030 PRINT AT 21,0;"DO YOU WANT
TO PLAY ANOTHER GAME"
4040 IF INKEY$="N" OR INKEY$="n"
 THEN  STOP
4050 IF INKEY$="Y" OR INKEY$="y"
 THEN  RUN
4060 GO TO 4040
5000 CLS
5010 PRINT "WELL DONE YOU HAVE M
ADE #1000000YOU ARE A GREAT GAMB
```

```
LER.YOU WON #1000000 WITH JUST #
";Z*50;" TO START WITH."
5999  GO TO 4030
6000 REM START
6001 INK 0
6005 PRINT AT 2,2;"█ █ ███ █
█ █████ ████ █████"
6010 PRINT AT 3,2;"█  █ █ █ █
█ █  █  █"
6020 PRINT AT 4,2;"██████ █ █ █
███ ███ █████ ███"
6030 PRINT AT 5,2;"█  █ █ █
█ █  █  █"
6040 PRINT AT 6,2;"█ █ ███ █
█ ████ █████ █████ "
6045 PRINT AT 9,7;"BY DAREN EBSW
ORTH"
6050 FOR N=30 TO 1 STEP -1
6060 PRINT AT 15,N;"H"
6065 BEEP .10,-50
6070 PAUSE 10
6080 PRINT AT 15,N;"B"
6085 BEEP .10,-50
6090 PAUSE 2
6100 PRINT AT 15,N;" "
6110 PRINT AT 21,0;" PRESS SPACE
```

```
 KEY TO START GAME"
6120 IF INKEY$=" " THEN  CLS : R
ETURN
6130 NEXT N
6140 GO TO 6050
9000 IF A<B AND A<C AND A<D AND
A<E AND A<F THEN  LET L$="RED RU
M          "
9010 IF B<A AND B<C AND B<D AND
B<E AND B<F THEN  LET L$="BOTTLE
 BOY      "
9020 IF C<A AND C<B AND C<D AND
C<E AND C<F THEN  LET L$="LUCKY
JIM       "
9030 IF D<A AND D<B AND D<C AND
D<E AND D<F THEN  LET L$="CRACKE
RS        "
9040 IF E<A AND E<B AND E<C AND
E<D AND E<F THEN  LET L$="ACE OF
 SPADES"
9050 IF F<A AND F<B AND F<C AND
F<D AND F<E THEN  LET L$="FAST R
IDER    "
9060 RETURN
9990  PRINT "2ND"
9995  PRINT "3RD"
```

HORSE:2-BOTTLE BOY   ODDS:5-1

HORSE:4-CRACKERS   ODDS:14-1

HORSE:5-ACE OF SPADES   ODDS:15-1

YOUR CASH:£80   BET:£20

LEADER:CRACKERS

PRESS SPACE KEY TO START GAME

73

Computer Gamer May 1986

SOLITAIRE

by David Muir

Solitaire is the game where you start with 31 pegs in the shape of an equal armed cross and a hole in the centre, and you aim to finish with a single peg in the middle. To do this, you jump over one peg with another into an empty hole, removing the one that was jumped over — a bit like draughts — except that you jump vertically and horizontally instead of diagonally, and you can't move except to take another peg.

This computer version gives you 3 options.

Firstly, you can play yourself. You enter the co-ordinates of a peg and the hole you're moving to. The computer checks that the move is valid. All your moves are displayed on screen. The computer also detects if you haven't a valid move left and tells you.

The second option allows the computer to amuse itself if you're too busy doing something else: you can set the computer the task of solving the puzzle itself. (There are some people who actually believe computers are intended for problem-solving rather than games!) I admit, the computer does not play very intellingently, but on average, it does succeed once in every 5,000,5466,2931 goes! Seriously though, the moves are recorded on screen in case it does succeed. If it fails, it resets the board and tries again, so you can set it playing and leave it.

The final option demonstrates one solution to Solitaire in case you or anybody elst thinks it's impossible (or you didn't believe me about the 5,000,5466,2931st go!)

The Program

The program is fairly straightforward. The pegs and holes are held as strings which include control codes to alter ink colours and overprint.

The board is simulated by the array a( ), the elements of which are 0, 1 or 2. 2 indicates a hole, 1 a peg, and 0 an area off the board and out of play where pegs can't jump to.

The most complicated section is that where the computer is playing by itself. The computer picks a location and direction at random and then rotates through the possibilities from this point looking for a valid move. The section had to be written as a whole before it could be tested to see if it worked.

```
10 KEY 128,"mode 2:list"+CHR$(13)
20 GOTO 660
30 WHILE INKEY$<>"":WEND:WHILE INKEY$=""
:WEND:RETURN
40 ' *** SET UP ***
50 MODE 1:WINDOW#1,1,40,22,25:WINDOW#2,3
0,40,1,1:WINDOW#3,30,40,3,20:WINDOW#4,4,
26,4,19:PAPER#4,3:INK 0,24:INK 1,2:INK 2
,6:INK 3,18
60 DIM a(10,10),p$(2),d(3)
70 DEF FNd(x)=ASC(MID$(q$,x+1,1))-47+16*
(MID$(q$,x+1,1))>"7")
80 SYMBOL AFTER 235:RESTORE 630:FOR i=23
5 TO 255:READ d0,d1,d2,d3,d4,d5,d6,d7:SY
MBOL i,d0,d1,d2,d3,d4,d5,d6,d7:NEXT
90 p$(2)=CHR$(15)+CHR$(3)+CHR$(255)+CHR$
(254)+CHR$(253)+STRING$(3,8)+CHR$(10)+CH
R$(252)+CHR$(251)+CHR$(250)+STRING$(3,8)
+CHR$(22)+CHR$(1)+CHR$(15)+CHR$(1)+CHR$(
249)+CHR$(248)+CHR$(247)+CHR$(22)+CHR$(0
)
100 p$(1)=CHR$(15)+CHR$(2)+CHR$(246)+CHR
$(245)+CHR$(244)+STRING$(3,8)+CHR$(10)+C
HR$(235)+CHR$(243)+CHR$(242)+STRING$(3,8
)+CHR$(22)+CHR$(1)+CHR$(15)+CHR$(3)+CHR$
(238)+CHR$(237)+CHR$(236)+STRING$(3,8)+C
HR$(11)+CHR$(241)+CHR$(240)+CHR$(239)+CH
R$(22)+CHR$(0)
110 p$(0)=""
120 CLS:CLS#1:CLS#2:CLS#3:CLS#4:FOR i=0
TO 10:FOR j=0 TO 10:a(i,j)=0:NEXT:NEXT:F
OR i=2 TO 8:FOR j=4 TO 6:a(i,j)=1:a(j,i)
=1:NEXT:NEXT:a(5,5)=2
130 FOR i=2 TO 8:FOR j=2 TO 8:LOCATE j*3
-1,1+i*2:PRINT USING "&";p$(a(j,i));:NEX
T:NEXT:FOR i=2 TO 8:FOR j=3 TO 20 STEP 1
7:LOCATE i*3,j:PEN 1:PRINT CHR$(63+i);:N
EXT:FOR j=3 TO 27 STEP 24:LOCATE j,i*2+2
:PRINT CHR$(47+i);:NEXT:NEXT
140 IF fc THEN 380
150 CLS#1:PRINT#1,"       (1) PLAYER SOL
VE":PRINT#1,"      (2) COMPUTER TRY":PR
INT#1,"       (3) A SOLUTION":PRINT#1,"
      (4)    FINISH";
160 q$="":WHILE INKEY$<>"":WEND:WHILE q$
="":q$=INKEY$:WEND:IF q$>"4" OR q$<"1" T
HEN 160 ELSE IF q$="2" THEN fc=-1:gam=0:
mov=0:GOTO 380:ELSE ON VAL(q$) GOSUB 190
,380,580,610
170 GOTO 120
180 ' *** PLAYER ***
190 mov=1:CLS#1:PRINT#1,"ENTER LETTER:NU
MBER FOR START POSITION":PRINT#1,"
LETTER:NUMBER FOR  END  POSITION":PRINT#
1:PRINT#1,"      ( example - F4D4 )  ";C
HR$(24);"(Q) TO QUIT";CHR$(24);:GOTO 210
200 SOUND 3,900,30,7
210 qi$="":FOR i=1 TO 4:q$="":WHILE INKE
Y$<>"":WEND:WHILE q$="":q$=INKEY$:WEND:P
RINT#2,q$;:qi$=qi$+q$:NEXT:CLS#2:q$=UPPE
R$(qi$):IF INSTR(q$,"Q")<>0 THEN RETURN
220 IF MID$(q$,1,1)<"A"OR MID$(q$,1,1)>"
6"OR MID$(q$,3,1)<"A"OR MID$(q$,3,1)>"6"
OR MID$(q$,2,1)<"1"OR MID$(q$,2,1)>"7"OR
 MID$(q$,4,1)<"1"OR MID$(q$,4,1)>"7"THEN
 200
230 d0=FNd(0):d1=FNd(1):d2=FNd(2):d3=FNd
(3)
240 IF d0=d2 AND ABS(d1-d3)=2 THEN 250 E
LSE IF d1=d3 AND ABS(d0-d2)=2 THEN 250 E
LSE 200
250 IF a(d0,d1)<>1 THEN 200 ELSE IF a(d2
,d3)<>2 THEN 200 ELSE IF a((d0+d2)/2,(d1
+d3)/2)<>1 THEN 200
260 CLS#2:PRINT#3,UPPER$(q$);" ";:mov=mo
v+1
270 a(d0,d1)=2:LOCATE d0*3-1,1+d1*2:PRIN
T USING "&";p$(2);:a(d2,d3)=1:LOCATE d2*
3-1,1+d3*2:PRINT USING "&";p$(1):a((d0+d
2)/2,(d1+d3)/2)=2:LOCATE 3*(d0+d2)/2-1,1
```

```
+d1+d3:PRINT USING "&";p$(2)
280 IF mov=32 AND a(5,5)=1 THEN CLS#1:PR
INT#1," WELL DONE!":SOUND 7,100,40:SOUN
D 7,70,40:SOUND 7,30,40:GOSUB 30:RETURN:
ELSE IF mov=32 THEN CLS#1:PRINT#1," HAR
D LUCK!":SOUND 7,30,40:SOUND 7,70,40:SOU
ND 7,100,40:GOSUB 30:RETURN
290 ' *** CHECK IF PLAYER STUCK ***
300 i=1:j=1
310 i=i+1:IF i=9 THEN 360
320 j=j+1:IF j=9 THEN j=1:GOTO 310
330 IF a(i,j)<>1 THEN 320
340 IF a(i,j+2)=2 AND a(i,j+1)=1 THEN 21
0:ELSE IF a(i,j-2)=2 AND a(i,j-1)=1 THEN
 210:ELSE IF a(i+2,j)=2 AND a(i+1,j)=1 T
HEN 210:ELSE IF a(i-2,j)=2 AND a(i-1,j)=
1 THEN 210
350 GOTO 320
360 CLS#1:PRINT#1," HARD LUCK!":SOUND 7
,30,40:SOUND 7,70,40:SOUND 7,100,40:GOSU
B 30:RETURN
370 ' *** COMPUTER ***
380 gam=gam+1:CLS#2:CLS#3:PRINT#2,"GAME"
;gam;:CLS#1:PRINT#1," PRESS Q TO QUIT":
bmov=MAX(mov-1,bmov):PRINT#1," MY BEST I
S";bmov;"MOVES":mov=0:PRINT#1,mov;" MOVE
S THIS GAME"
390 mov=mov+1:LOCATE#1,1,3:PRINT#1,mov-1
;
400 IF mov=32 AND a(5,5)=1 THEN CLS#1:PR
INT#1," WELL DONE!":SOUND 7,100,40:SOUN
D 7,70,40:SOUND 7,30,40:GOSUB 30:GOTO 12
0:ELSE IF mov=32 THEN CLS#1:PRINT#1," H
ARD LUCK!":SOUND 7,30,40:SOUND 7,70,40:S
OUND 7,100,40:GOSUB 30:GOTO 120
410 y=INT(RND*7+2):yhold=y:fy=-1
420 y=y+1+7*(y=8):IF y=yhold THEN IF fy
THEN fy=0:ELSE CLS#1:PRINT#1," HARD LUC
K!":SOUND 7,30,40:SOUND 7,70,40:SOUND 7,
100,40:FOR i=1 TO 1000:NEXT:GOTO 120
430 x=INT(RND*7+2):xhold=y:fx=-1
440 x=x+1+7*(x=8):IF x=xhold THEN IF fx
THEN fx=0:ELSE 420
450 IF a(x,y)=2 OR a(x,y)=0 THEN 440
460 w=INT(RND*4):whold=w:fw=-1
470 w=w+1+4*(w=3):IF w=whold THEN IF fw
THEN fw=0:ELSE 440
480 fvm=0:ON w+1 GOSUB 530,540,550,560:I
F NOT fvm THEN 470
490 IF INKEY(67)<>-1 THEN fc=0:GOTO 120
500 a(x,y)=2:a(x1,y1)=1:a((x+x1)/2,(y+y1
)/2)=2:qm$=CHR$(x+63)+CHR$(y+47)+CHR$(x1
+63)+CHR$(y1+47):PRINT#3,qm$;" ";
510 LOCATE x*3-1,1+y*2:PRINT USING "&";p
$(2);:LOCATE x1*3-1,1+y1*2:PRINT USING "
&";p$(1):LOCATE 3*(x+x1)/2-1,1+y+y1:PRIN
T USING "&";p$(2)
520 GOTO 390
530 IF a(x,y-1)<>1 OR a(x,y-2)<>2 THEN R
ETURN ELSE fvm=-1:x1=x:y1=y-2:RETURN
540 IF a(x,y+1)<>1 OR a(x,y+2)<>2 THEN R
ETURN ELSE fvm=-1:x1=x:y1=y+2:RETURN
550 IF a(x+1,y)<>1 OR a(x+2,y)<>2 THEN R
ETURN ELSE fvm=-1:x1=x+2:y1=y:RETURN
560 IF a(x-1,y)<>1 OR a(x-2,y)<>2 THEN R
ETURN ELSE fvm=-1:x1=x-2:y1=y:RETURN
570 ' *** SOLVE ***
580 CLS#1:RESTORE 650:FOR i=1 TO 31:READ
 q$:d0=FNd(0):d1=FNd(1):d2=FNd(2):d3=FNd
(3):PRINT#3,q$;" ";:LOCATE d0*3-1,1+d1*2
:PRINT USING "&";p$(2);:LOCATE d2*3-1,1+
d3*2:PRINT USING "&";p$(1):LOCATE 3*(d0+
d2)/2-1,1+d1+d3:PRINT USING "&";p$(2)
590 FOR j=1 TO 1000:NEXT:NEXT:PRINT#1,"
 FINISHED !":SOUND 7,100,40:SOUND 7,70,4
0:SOUND 7,30,40:GOSUB 30:RETURN
600 ' *** END ***
610 CLS:END
620 ' *** DATA UDGs & SOLUTION ***
630 DATA 60,63,63,63,63,31,7,1,192,0,0,0
,0,0,0,0,255,255,0,0,0,0,0,0,3,0,0,0,0,0
,0,0,0,0,0,0,0,0,192,240,240,0,0,0,0,255,2
55,255,255,0,0,0,0,0,3,15,15,60,252,252,
252,252,248,224,128,0,0,255,255,255,255,
255,255,0,0,128,240,248,60,12,12
640 DATA 0,0,255,255,0,0,0,0,0,0,1,15,31
,60,48,48,0,192,240,240,192,0,0,0,255,25
5,255,255,255,255,0,0,0,3,15,15,3,0,0,0,
248,60,12,12,60,248,224,128,0,0,0,0,0,0,
255,255,31,60,48,48,60,31,7,1,0,0,0,0,0,
0,128,240,0,0,0,0,0,255,255,0,0,0,0,0,
0,1,15
650 DATA D2D4,B3D3,D4D2,C1C3,D1D3,D3B3,F
3D3,E1E3,D3F3,A3C3,63E3,C4C2,A4C4,C5C3,C
2C4,A5C5,D5B5,C7C5,C4C6,E7C7,C7C5,B5D5,E
4E2,64E4,E5E3,E2E4,D6D4,D4F4,65E5,E6E4,F
4D4
660 ' *** TITLES ***
670 MODE 0:INK 0,24:INK 1,1:PRINT:PRINT:
PRINT:PRINT:PRINT " *************":PRI
NT " *        *":PRINT " * SOLITA
IRE *":PRINT " *        *":PRINT "
 *************"
680 GOSUB 30:GOTO 50
```
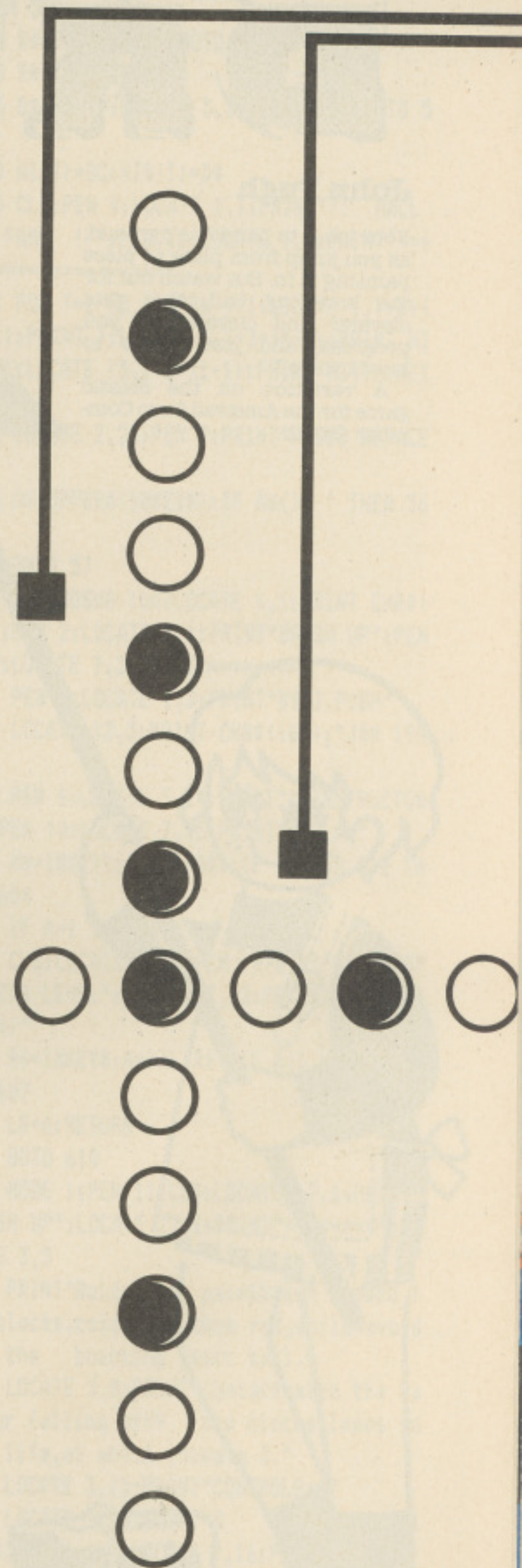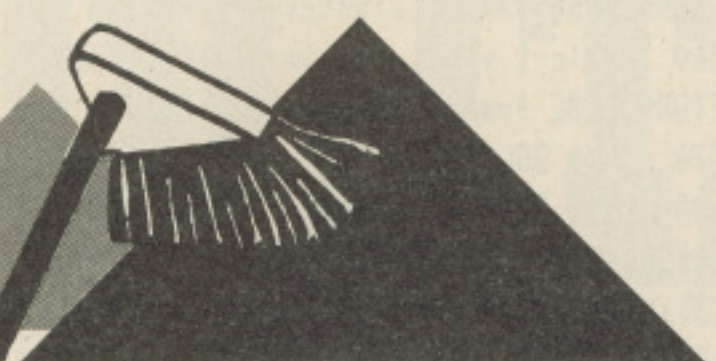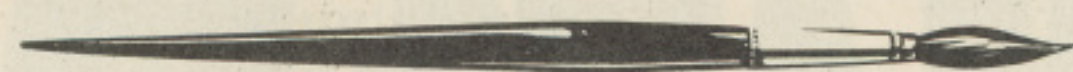
SOLITAIRE 75

BRUSH UP

John Pugh

Your job is to paint the pyramid, as you jump from place to place painting it in. But watch out for the bouncing ball, that gets cleverer and cleverer as you progress, and just wants to knock you off.

A variation on the classic game for the Amstrad from Computer Gamer.

```
5 ENV 1,1,0,10,1,0,10,1,0,5:ENT 2,5,1,1,
1,0,10,5,-1,3
6 ENV 2,1,0,5,1,0,5,1,0,5
10 REM painter
20 SYMBOL AFTER 216
21 SYMBOL 217,3,7,7,7,7,7,7,3:SYMBOL 218
,192,224,224,224,224,224,224,192
22 SYMBOL 219,3,127,127,127,127,0,0,0:SY
MBOL 220,192,254,254,254,254,0,0,0:SYMBO
L 221,0,0,0,0,0,127,127,127
23 SYMBOL 222,0,0,0,0,0,254,254,254
24 SYMBOL 223,7,31,63,127,127,254,252,24
8:SYMBOL 224,224,248,228,130,2,1,1,1
25 SYMBOL 225,240,224,224,64,64,32,24,7:
SYMBOL 226,3,3,7,14,30,61,248,224
26 SYMBOL 227,0,0,0,0,0,1,3,7:SYMBOL 228
,0,0,24,124,252,254,254,254
27 SYMBOL 229,15,31,31,63,63,31,7,0:SYMB
OL 230,252,252,248,240,224,192,0,0
50 INK 1,0:INK 2,2:INK 3,20:INK 4,6:INK
5,24:INK 6,22:INK 7,26:INK 8,11:INK 9,17
:INK 10,8:INK 11,15
51 INK 12,18:INK 13,25:INK 14,16:INK 15,
3:MODE 0
55 FOR t=1 TO 10:hi(t)=0:hi$(t)="AMSTRAD
":NEXT
57 sc=0:li=3:clq=5:GOSUB 600
58 WINDOW #5,1,20,1,22:PAPER #5,1:CLS #5
:WINDOW #2,1,10,23,25:PAPER #2,1:PEN #2,
4:CLS #2
59 WINDOW #3,11,20,23,25:PAPER #3,1:PEN
#3,8:CLS #3
60 GOSUB 100
64 PRINT CHR$(22)+CHR$(1)
65 LOCATE 1,1:PEN 12:FOR t=1 TO li
66 PRINT CHR$(217);CHR$(218);:NEXT
67 PEN 9:LOCATE 1,2:FOR t=1 TO li:PRINT
CHR$(219);CHR$(220);:NEXT:PEN 4:LOCATE 1
,2:FOR t=1 TO li:PRINT CHR$(221);CHR$(22
2);:NEXT
68 CLS #2:PRINT #2,"SCORE "sc
69 CLS #3:PRINT #3,"HIGH "HI(1):PEN #3,
12:PRINT #3,"LEVEL "LE
70 T$=CHR$(217)+CHR$(218):M$=CHR$(219)+C
HR$(220):B$=CHR$(221)+CHR$(222)
71 q=500:w=q:px=294:py=399:PRINT CHR$(23
) + CHR$(1):fx=px:fy=py-64:fm=1:TAG:FOR
t=1 TO 10:qa$=INKEY$:NEXT
72 col=0:qm=1:GOSUB 205:GOTO 74
73 CALL &BD19:TAG:PLOT q,w,12:MOVE px,py
:PRINT t$;:PLOT q,w,9:MOVE px,py-16:PRIN
T m$;:PLOT q,w,4:MOVE px,py-16:PRINT b$;
:CALL &BD19:TAGOFF:RETURN
74 bx=10:by=2
75 TAGOFF:LOCATE bx,by:PEN 15:PRINT CHR$
(214);CHR$(215):LOCATE bx,by+1:PRINT CHR
$(213);CHR$(212)
76 TAG:GOSUB 73
80 sco=1:fla=2
82 IF INKEY(67)=0 THEN 90
83 IF INKEY(71)=0 THEN 91
84 IF INKEY(50)=0 THEN 92
85 IF INKEY(62)=0 THEN 93
86 fla=1:GOTO 200
90 GOSUB 73:mx=-32:my=32:x=-1:y=-2:GOTO
95
91 GOSUB 73:mx=-32:my=-32:x=-1:y=2:GOTO
95
92 GOSUB 73:mx=32:my=32:x=1:y=-2:GOTO 95
93 GOSUB 73:mx=32:my=-32:x=1:y=2
95 k=bx+x:l=by+y:z=px+mx:c=py+my
96 IF 1<2 OR 1>20 OR TEST(z,c-32)=1 OR p
x=fx AND py=fy THEN 500
97 IF TEST(z+16,c-32)=2 THEN 150
98 px=z:py=c:bx=k:by=1
99 fla=0:GOTO 200
100 REM set up screen
102 PAPER 1:BORDER 2:CLS
103 PRINT CHR$(22)+CHR$(1)
104 RESTORE
105 READ a:IF a=255 THEN PRINT CHR$(22)+
CHR$(0):RETURN
106 READ b:LOCATE a,b
107 PEN 2:PRINT CHR$(214);CHR$(215):LOCA
TE a,b+1:PRINT CHR$(213);CHR$(212)
108 LOCATE a,b+1:PEN 4:PRINT CHR$(215);:
PEN 4:PRINT CHR$(214)
109 PEN 4:LOCATE a,b+2:PRINT CHR$(213);:
PEN 4:PRINT CHR$(212)
110 GOTO 105
120 DATA 10,2,9,4,11,4,8,6,10,6,12,6,7,8
,9,8,11,8,13,8,6,10,8,10,12,10,14,10
121 DATA 5,12,7,12,13,12,15,12,4,14,6,14
,10,14,14,14,16,14
122 DATA 3,16,5,16,7,16,9,16,11,16,13,16
,15,16,17,16,2,18,4,18,6,18,8,18,12,18,1
4,18,16,18,18,18,255
```

```
131 TAGOFF:LOCATE 100,100: PRINT CHR$(22
)+CHR$(1)::TAG: RETURN
150 col=col+1:sc=sc+le:CLS #2:PRINT #2,"
SCORE "SC
151 IF col=38 THEN GOSUB 160:GOTO 155:EL
SE 98
155 BORDER 2
156 le=le+1:sc=sc+10*le+5*clq
157 TAGOFF:PRINT CHR$(22)+CHR$(0):PRINT
CHR$(23)+CHR$(0):GOTO 58
160 RESTORE 165
161 READ tn:IF tn=255 THEN RETURN:ELSE R
EAD lg:SOUND 3,tn,lg,15,2,2
162 GOTO 161
165 DATA 358,-2,268,-1,358,-1,268,-2,213
,-1,268,-1,213,-2,179,-6,358,-1,268,-4,2
55
200 GOSUB 205:IF fy<146 THEN fx=294:fy=3
99:GOTO 221
201 IF le>4 THEN 230:ELSE qs=INT(RND(1)*
10)+1:IF fm=1 AND qs>5 THEN 220
202 qs=INT(RND(1)*10)+1:IF qs>5 THEN 207
:ELSE GOTO 220
205 CALL &BD19:TAG:PLOT q,w,cu:MOVE fx,f
y:PRINT CHR$(223);CHR$(224);:MOVE fx,fy-
16:PRINT CHR$(225);CHR$(226);
206 PLOT q,w,cd:MOVE fx,fy:PRINT CHR$(22
7);CHR$(228);:MOVE fx,fy-16:PRINT CHR$(2
29);CHR$(230);:TAGOFF:CALL &BD19:RETURN

207 fx=fx-32:fy=fy-32:IF TEST(fx,fy-32)=
1 THEN fx=fx+32:fy=fy+32:GOTO 220
208 IF fx=px AND fy=py THEN 500
209 IF cu=1 THEN cu=2:cd=1:GOTO 210:ELSE
cu=1:cd=2
210 GOSUB 205:fm=0:IF fla=1 THEN 80:ELSE
GOTO 75
220 fx=fx+32:fy=fy-32:IF TEST(fx,fy-32)=
1 THEN fx=fx-32:fy=fy+32:GOTO 207
221 IF fx=px AND fy=py THEN 500
```

```
222 IF cu=1 THEN cu=2:cd=1:GOTO 223:ELSE
cu=1:cd=2
223 GOSUB 205:IF fla=1 THEN 80:ELSE GOTO
75
230 IF px<fx THEN 207:ELSE GOTO 220
500 GOSUB 73:GOSUB 205:GOSUB 510:FOR t=1
TO 1000:NEXT:LI=LI-1:IF LI=0 THEN 520
501 TAGOFF:PRINT CHR$(22)+CHR$(0):GOTO 5
8
510 RESTORE 515
511 READ tn:IF tn=255 THEN RETURN:ELSE R
EAD lg:SOUND 3,tn,lg,15,1,2
512 GOTO 511
515 DATA 379,-2,402,-1,379,-3,253,-4,268
,-1,253,-2,338,-2,319,-2,338,-2,379,-5,2
55
520 CLS:IF SC<=HI(10) THEN 560:ELSE T=10

521 IF T=0 THEN T=1:GOTO 522:ELSE IF sc<
=hi(t) THEN T=T+1:GOTO 522:ELSE T=T-1:GO
TO 521
522 PEN 2:PRINT"!!CONGRATULATIONS!!":PEN
4:PRINT:PRINT:PRINT" YOU HAVE THE NO ";
T;" TOP":PEN 3:PRINT"        SCORE!"
525 PRINT:PRINT:PRINT:PEN 10:PRINT" USE
Z-X &PÜ":PRINT" TO ENTER NAME"
526 PEN 5:LOCATE 1,13:PRINT"ABCDEFGHIJKL
MNOPQRST":LOCATE 1,15:PRINT"UVWXYZ ";CHR
$(242);:PEN 4:PRINT"E":FOR R=10 TO T STE
P -1:HI(R)=HI(R-1):HI$(R)=HI$(R-1):NEXT
527 X=1:Y=14:PEN 3:PRINT CHR$(22)+CHR$(0
):PRINT CHR$(23)+CHR$(0):LOCATE 5,20:PRI
NT"==========":D$=""
529 LOCATE X,Y:PRINT CHR$(240)
530 A$=INKEY$:A$=UPPER$(A$):IF A$="Z" TH
EN 535
531 IF A$="X" THEN 536
532 IF A$="P" THEN 537
533 GOTO 529
534 LOCATE X,Y:PRINT" ":RETURN
535 IF X=1 AND Y=16 THEN GOSUB 534:X=20:
Y=14:GOTO 529:ELSE IF X=1 AND Y=14 THEN
GOSUB 534:X=9:Y=16:GOTO 529:ELSE GOSUB 5
34:X=X-1:GOTO 529
536 IF Y=14 AND X=20 THEN GOSUB 534:X=1:
Y=16:GOTO 529:ELSE IF X=9 AND Y=16 THEN
GOSUB 534:X=1:Y=14:GOTO 529:ELSE GOSUB 5
34:X=X+1:GOTO 529
537 IF LEN(D$)>9 AND (Y=14 OR X<>9) THEN
529:ELSE IF Y=14 THEN 540
538 IF X=7 THEN X$=" ":GOTO 545:ELSE IF
X=8 THEN GOSUB 534:GOTO 527:ELSE IF X=9
```

```
THEN 550
539 X$=CHR$(X+84):GOTO 545
540 X$=CHR$(X+64)
545 D$=D$+X$:LOCATE 5,20:PRINT D$:GOTO 5
29
550 HI(T)=SC:HI$(T)=D$
560 CLS:PEN 4:LOCATE 1,1:PRINT"!! HALL
OF FAME !!":PEN 10:LOCATE 1,2:PRINT"===
================="
561 FOR T=1 TO 10:PEN T+1:LOCATE 1,T+3+(
t-1):PRINT T:LOCATE 4,T+3+(t-1):PRINT HI
$(T):LOCATE 15,T+3+(t-1):PRINT HI(T):NEX
T
562 LOCATE 2,24:PEN 7:PRINT"PRESS &SPACE
Ü"
563 A$=UPPER$(INKEY$):IF A$<>" " THEN 56
3
564 GOTO 57
600 CLS:GOSUB 100:LOCATE 1,1:PRINT CHR$(
11):PEN 2:LOCATE 7,1:PRINT"BRUSH UP":PEN
12:LOCATE 7,2:PRINT"========"
601 PEN 7:LOCATE 1,3:PRINT"BY.J.PUGH"
602 LOCATE 12,3:PRINT CHR$(164);"JAN 198
6"
603 PEN 4:LOCATE 3,24:PRINT"1)INSTRUCTON
S":PEN 10:LOCATE 7,25:PRINT"2)PLAY"
604 A$=INKEY$:A=VAL(A$):IF A<1 OR A>2 TH
EN 604
605 IF A=1 THEN 620
606 CLS:LOCATE 1,10:PEN 7:PRINT"ENTER ST
ARTING LEVEL":LOCATE 7,12:PEN 12:PRINT"(
1--4)"
607 A$=INKEY$:A=VAL(A$):IF A<1 OR A>4 TH
EN 607
608 LE=A:RETURN
610 GOTO 610
620 MODE 1:PEN 11:CLS:LOCATE 17,1:PRINT"
BRUSH UP":LOCATE 17,2:PRINT"========":LO
CATE 3,5
621 PRINT"Guide your paintbrush around t
he blocks,colouring them red,while avoid
ing the   bouncing beach ball."
622 LOCATE 3,8:PRINT"Contact with the ba
ll or falling offf   the blocks loses yo
u a life,of which youhave 3."
624 LOCATE 3,12:PRINT"CONTROLS:-"
625 LOCATE 7,14:PRINT"Q    R":LOCATE 7,1
5:PRINT" ö /":LOCATE 7,16:PRINT" ()"
626 LOCATE 7,17:PRINT" / ö":LOCATE 7,18
:PRINT"Z    C"
627 LOCATE 3,20:PRINT"PRESS &SPACEÜ"
628 A$=INKEY$:IF A$<>" " THEN 628
629 MODE 0:GOTO 600
```

MEMORY TEST!

This game simulates the party game which involves remembering a number of objects. In this computerised version the computer starts off with one object and as you remember each screen of objects works its way up to forty one items.

You have three lives which are lost everytime you guess an object wrongly or if you run out of time.

If you guess all 41 objects, without cheating, then you have a brilliant memory.

Hints & Tips

If you want to see all forty-one objects then you can write down the names of the items each time a new item is displayed.

Don't type in the object name more than once or spell the object name incorrectly or else the computer will register a wrong guess and one of your 3 lives will be lost.
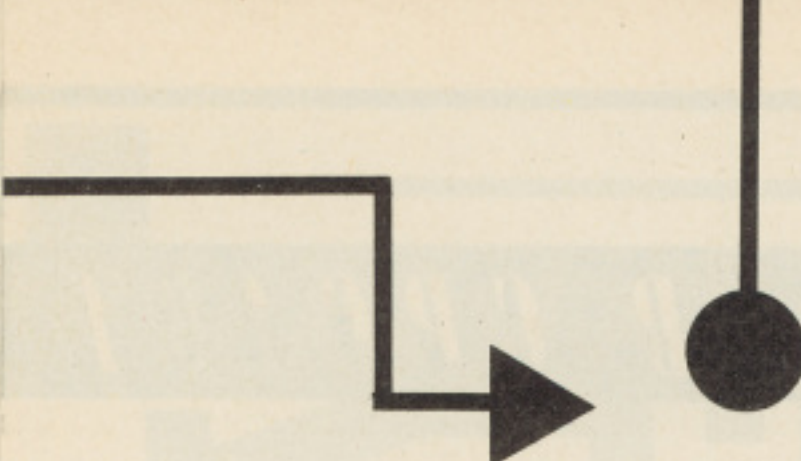
by David Hall

```
10 DIM OBJ$(500),OB$(43),en$(45)
20 FOR x=1 TO 41:READ ob$(x):NEXT
30 GOSUB 2550
40 GOSUB 2520
50 GA=1:Z=1:LI=3
60 Z=1:Q=50
70 GOSUB 400
80 IF Z<42 THEN Q=50:GOSUB 470 ELSE GOTO
   3040
90 CLS #1:PRINT #1,"    * * * * M E M O
   R I S E   N O W * * * *":PEN #1,2
100 FOR X=1 TO 500*Z:NEXT
110 PRINT CHR$(7);:CLS #1:PRINT #1,"
       * * * * TIME'S UP * * * *"
120 FOR X=1 TO 5:FOR Y=1 TO 20:NEXT:PRIN
T CHR$(7);:NEXT
130 PLOT 17,383:FOR X=1 TO 320:DRAWR 606
,0,0:MOVER -606,-1:NEXT:DRAWR 1,1,1
140 CLS #1:PRINT #1," Name one of the o
bjects you saw:- ";
150 I$="":AN$="":TI=21
160 PRINT #1,"#";
170 I$=INKEY$
180 IF I$=CHR$(13) THEN SOUND 4,120,10,1
5:GOTO 250
190 IF I$=CHR$(127) AND LEN(AN$)>=1 THEN
 AN$=LEFT$(AN$,LEN(AN$)-1):SOUND 1,2000,
5,15:PRINT #1,"";:PRINT #1#";:GOTO 22
0
200 IF I$=CHR$(127) THEN GOTO 220
210 IF I$<>"" THEN SOUND 1,100,9,15:PRIN
T #1,;UPPER$(I$);"#";:AN$=AN$+I$
220 TI=TI-0.04:IF TI<=0 THEN CLS #1:PRIN
T #1," You are out of time ............
":FOR t=1 TO 100:PRINT CHR$(7);:NEXT:FOR
t=1 TO 2000:NEXT:GOTO 290
230 LOCATE #2,2,1:PRINT #2," Time = "IN
T(TI);:LOCATE #2,2,2:PRINT #2," Lives =
";LI
240 GOTO 170
250 AN$=UPPER$(AN$):FOR X=1 TO Z:IF AN$=
OB$(X) THEN N=N+1
260 IF AN$=OB$(X) THEN Q=X:ON X GOSUB 47
0,530,590,640,690,730,780,830,880,930,98
0,1050,1110,1180,1230,1270,1310,1360,140
0,1450,1490,1540,1590,1630,1680,1720,176
0,1810,1860,1910,1960,2010,2050,2100,215
0,2190,2240,2290;2340,2380,2430,2470:GOT
O 320
270 IF AN$=OB$(X) THEN GOTO 320
280 Q=41:NEXT
290 PRINT #1,"         * * * * W R O
N G   * * * *":LI=LI-1:FOR X=1 TO 20:F
OR Y=1 TO 5:SOUND 5,100*Y,3,15:NEXT:NEXT
300 IF LI=0 THEN GOTO 360
310 GOTO 140
320 IF AN$=OB$(Q) THEN OB$(Q)="ZXZXZ"
330 IF N=Z AND Z=41 THEN Z=42:FOR X=1 TO
   1200:NEXT:GOTO 80
340 IF N=Z AND Z<42 THEN PLOT 17,383:CLS
   #1:PRINT #1,"     * O.K. NOW TRY TO
   REMEMBER";Z+1;"OBJECTS *":FOR X=1 TO 12
00:NEXT:FOR X=1 TO 320:DRAWR 606,0,0:MOV
ER -606,-1:NEXT:DRAWR 1,1,1:N=0:Z=Z+1:N=
0:RESTORE:FOR X=1 TO 41:READ OB$(X):NEXT
:GOTO 80
350 GOTO 140
360 CLS #1:PRINT #1,"        YOU LOST AL
L YOUR CHANCES !! HARD LUCK !!!
                You guessed";Z-1;" objec
ts"
370 FOR X=10 TO 1000 STEP 15:SOUND 7,X,4
,15:NEXT
380 FOR T=1 TO 3000:NEXT:GOTO 30
390 X=1
400 MODE 2:PAPER 0:PEN 1:CLS
410 MOVER 10,60:FOR X=1 TO 6:MOVER 1,1:D
RAWR 620-X*2,0,1:DRAWR 0,330-X*2:DRAWR -
620+X*2,0:DRAWR 0,-330+X*2
420 NEXT
430 MOVE 50,215
440 WINDOW #1,2,60,23,24:WINDOW #2,63,78
,23,24
450 PAPER #1,1:PEN #1,2:CLS #1:PAPER #2,
```

```
1:PEN #2,2:CLS #2:PAPER #2,1
460 RETURN
470 REM
480 PLOT 60,375:FOR X=1 TO 4:DRAWR 20-X*
2,0:DRAWR 0,-31+X*2:DRAWR -20+X*2,0:DRAW
R 0,31-X*2:MOVER 1,-1:NEXT
490 MOVER -5,-10:FOR X=1 TO 4:DRAWR -30,
0:MOVER 30,1:NEXT
500 MOVER -30,0:FOR X=1 TO 4:DRAWR 0,-15
,1:MOVER 1,15:NEXT
510 MOVER 6,0:FOR X=1 TO 4:DRAWR 0,-10:M
OVER 1,10:NEXT
520 LOCATE 5,4:PRINT "KEY"
530 IF Q=1 THEN RETURN
540 IF Z<2 THEN RETURN
550 PLOT 130,200:DRAWR 30,0:DRAWR 0,10:D
RAWR -3,-3:DRAWR -3,3:DRAWR -3,-3:DRAWR
-3,3:DRAWR -3,-3:DRAWR -3,3:DRAWR -3,-3:
DRAWR -3,3:DRAWR -3,-3:DRAWR -3,3
560 DRAWR 0,-10:DRAWR -1,-9:DRAWR -5,-3:
DRAWR -2,-10:DRAWR 10,0:DRAWR 0,-3,1:DRA
WR 5,0:DRAWR -5,-2:DRAWR 0,-10:DRAWR 15,
5
570 MOVER 5,-10:FOR X=1 TO 8:DRAWR -5,40
:MOVER 7,-40:NEXT:MOVER -33,36:DRAWR 5,-
2:DRAWR -5,-2
580 LOCATE 16,16:PRINT "KING"
590 IF Q=2 THEN RETURN
600 IF Z<3 THEN RETURN
610 PLOT 40,115:DRAWR 25,0:DRAWR 0,-15:D
RAWR -25,0:DRAWR 0,15:MOVER 1,0:FOR X=1
TO 4:FOR Y=1 TO 3:DRAWR 0,-15:MOVER 1,15
:NEXT:MOVER 4,0:NEXT
620 MOVER -4,-7:DRAWR 10,10:DRAWR 0,-20:
DRAWR -10,10:MOVER -25,0:DRAWR -10,10:DR
AWR 0,-20:DRAWR 10,10
630 LOCATE 5,20:PRINT "SWEET"
640 IF Q=3 THEN RETURN
650 IF Z<4 THEN RETURN
660 PLOT 400,200:DRAWR 30,0:DRAWR 0,10:D
RAWR 10,-10:DRAWR -10,-10:DRAWR 0,10
670 MOVER -40,10:FOR X=1 TO 3:DRAWR 10,-
10:DRAWR -10,-10:MOVER 3,20:NEXT
680 LOCATE 50,14:PRINT "ARROW"
690 IF Q=4 THEN RETURN
700 IF Z<5 THEN RETURN
710 PLOT 300,360:DRAWR 20,0:DRAWR 0,-20:
DRAWR -20,0:DRAWR 0,20:DRAWR 20,10:DRAWR
20,0:DRAWR -20,-10:MOVER 0,-20:DRAWR 20
,10:DRAWR 0,20
720 LOCATE 39,5:PRINT "BOX"
730 IF Q=5 THEN RETURN
740 IF Z<6 THEN RETURN
750 PLOT 560,140:FOR X=1 TO 10:DRAWR 30,
0:MOVER -30,1:NEXT
```

```
760 MOVER 10,10:FOR X=1 TO 10:DRAWR 0,-5
0:MOVER 1,50:NEXT
770 LOCATE 71,19:PRINT "CROSS"
780 IF Q=6 THEN RETURN
790 IF Z<7 THEN RETURN
800 PLOT 300,255:DRAWR 3,0:DRAWR 0,-60:D
RAWR -3,0:DRAWR 0,60:MOVER 15,0:DRAWR 3,
0:DRAWR 0,-60:DRAWR -3,0:DRAWR 0,60
810 MOVER -12,-3:FOR X=1 TO 10:DRAWR 12,
0:MOVER -12,-6:NEXT
820 LOCATE 37,14:PRINT "LADDER"
830 IF Q=7 THEN RETURN
840 IF Z<8 THEN RETURN
850 PLOT 100,360:DRAWR 40,0:DRAWR 0,-6:D
RAWR -40,0:DRAWR 0,6
860 FOR X=1 TO 14:DRAWR 0,10:MOVER 3,-10
:NEXT
870 LOCATE 14,4:PRINT"COMB"
880 IF Q=8 THEN RETURN
890 IF Z<9 THEN RETURN
900 PLOT 25,320:FOR X=1 TO 6:DRAWR 30,0:
MOVER -30,-1:NEXT
910 MOVER 30,0:DRAWR 0,10:DRAWR 60,0:DRA
WR -60,-15:DRAWR 0,5
920 LOCATE 6,7:PRINT "KNIFE"
930 IF Q=9 THEN RETURN
940 IF Z<10 THEN RETURN
950 PLOT 280,308:DRAWR 36,0:DRAWR -18,-1
8:DRAWR -18,18
960 MOVER 0,-12:DRAWR 36,0:DRAWR -18,18:
DRAWR -18,-18
970 LOCATE 36,8:PRINT "STAR"
980 IF Q=10 THEN RETURN
990 IF Z<11 THEN RETURN
1000 PLOT 95,100:FOR X=1 TO 6:DRAWR 30,0
:MOVER -30,1:NEXT
1010 FOR X=1 TO 6:DRAWR 25,0:MOVER -25,1
:NEXT
1020 FOR X=1 TO 6:DRAWR 19,0:MOVER -19,1
:NEXT:FOR X=1 TO 6:DRAWR 13,0:MOVER -13,
1:NEXT
1030 FOR X=1 TO 6:DRAWR 7,0:MOVER -7,1:N
EXT
1040 LOCATE 12,20:PRINT "STAIRS"
1050 IF Q=11 THEN RETURN
1060 IF Z<12 THEN RETURN
1070 PLOT 232,340:DRAWR 0,30:DRAWR 4,0:D
RAWR 0,-4:DRAWR 4,0:DRAWR 0,4:DRAWR 4,0:
DRAWR 0,-4:DRAWR 4,0:DRAWR 0,4:DRAWR 4,0
:DRAWR 0,-10:DRAWR -10,0:DRAWR 0,-5:DRAW
R 4,0:DRAWR 0,-4:DRAWR 4,0:DRAWR 0,4:DRA
WR 4,0:DRAWR 0,-4:DRAWR 4,0
1080 DRAWR 0,4:DRAWR 4,0:DRAWR 0,-4:DRAW
R 4,0:DRAWR 0,4:DRAWR 4,0:DRAWR 0,5:DRAW
R -10,0:DRAWR 0,10:DRAWR 4,0:DRAWR 0,-4:
DRAWR 4,0:DRAWR 0,4:DRAWR 4,0:DRAWR 0,-4
```

```
:DRAWR 4,0
1090 DRAWR 0,4:DRAWR 4,0:DRAWR 0,-30:DRA
WR-10,0:DRAWR 0,20:MOVER 0,-20:DRAWR -28
,0:DRAWR 0,20:MOVER 0,-20:DRAWR -10,0
1100 LOCATE 30,5:PRINT "CASTLE"
1110 IF Q=12 THEN RETURN
1120 IF Z<13 THEN RETURN
1130 PLOT 540,339:DRAWR 0,40:MOVER 1,-40
:DRAWR 0,40:MOVER 1,-40:DRAWR 0,40
1140 MOVER 0,-2:DRAWR 30,0:DRAWR 0,-15:D
RAWR -30,0:DRAWR 0,15
1150 FOR X=1 TO 10:DRAWR 0,-15:MOVER 1,1
5:NEXT:MOVER 10,0
1160 FOR X=1 TO 5:DRAWR 0,-15:MOVER 2,15
:NEXT
```

```
1170 LOCATE 67,5:PRINT "FLAG"
1180 IF Q=13 THEN RETURN
1190 IF Z<14 THEN RETURN
1200 PLOT 484,198:DRAWR 14,0:DRAWR 0,-3:
DRAWR -14,0:DRAWR 0,3:MOVER 2,0:DRAWR 0,
-10:DRAWR -5,-10:DRAWR 0,-30:FOR X=1 TO
25:DRAWR 20,0:MOVER -20,1:NEXT:MOVER 20,
0:DRAWR 0,5:DRAWR -5,10:DRAWR 0,10
1210 FOR X=1 TO 5:DRAWR 0,-2:MOVER -2,2:
NEXT
1220 LOCATE 60,17:PRINT"BOTTLE"
1230 IF Q=14 THEN RETURN
1240 IF Z<15 THEN RETURN
1250 PLOT 360,365:DRAWR 15,-10:DRAWR 30,
20:DRAWR -30,-30:DRAWR -15,20
1260 LOCATE 46,5:PRINT "TICK"
1270 IF Q=15 THEN RETURN
1280 IF Z<16 THEN RETURN
1290 PLOT 150,109:DRAWR 0,-3:DRAWR 30,0:
DRAWR 0,-8:DRAWR 15,0:DRAWR 0,3:DRAWR -1
2,0:DRAWR 0,5:DRAWR 12,0:DRAWR 0,3:DRAWR
-12,0:DRAWR 0,5:DRAWR 12,0:DRAWR 0,3:DR
AWR -15,0:DRAWR 0,-8:DRAWR -30,0
1300 LOCATE 21,20:PRINT "FORK"
1310 IF Q=16 THEN RETURN
1320 IF Z<17 THEN RETURN
```

79

```
1330 PLOT 594,367:FOR X=1 TO 4:DRAWR 0,-
20:MOVER 1,20:NEXT:MOVER 8,-20:DRAWR -20
,0:DRAWR 0,-35:DRAWR 5,-5:DRAWR 10,0:DRA
WR 5,5:DRAWR 0,35
1340 DRAWR -12,0:DRAWR 2,-10:DRAWR 2,10:
MOVER -12,-25:FOR X=1 TO 3:DRAWR 19,0:MO
VER -19,-2:NEXT
1350 LOCATE 74,7:PRINT"BAT"
1360 IF Q=17 THEN RETURN
1370 IF Z<18 THEN RETURN
1380 PLOT 540,282:FOR X=1 TO 4:DRAWR 20,
0:MOVER -20,-1:NEXT:MOVER 20,6:DRAWR 0,-
10:DRAWR 45,0:DRAWR 3,10:DRAWR -48,0
1390 LOCATE 73,9:PRINT "PAN"
1400 IF Q=18 THEN RETURN
1410 IF Z<19 THEN RETURN
1420 PLOT 180,360:DRAWR 0,-50:DRAWR -30,
0:DRAWR 0,50:DRAWR 30,0:MOVER -30,0:DRAW
R 6,6:MOVER -4,-4:FOR X=1 TO 3:DRAWR 30,
0:MOVER -28,2:NEXT
1430 MOVER 28,-2:FOR X=1 TO 3:DRAWR 0,-5
0:MOVER -2,48:NEXT
1440 LOCATE 20,7:PRINT"BOOK"
1450 IF Q=19 THEN RETURN
1460 IF Z<20 THEN RETURN
1470  PLOT 30,280:DRAWR 4,0:DRAWR 0,-20:
DRAWR -4,0:DRAWR 0,20:MOVER 4,-12:DRAWR
45,0:DRAWR 5,2:DRAWR -5,2:DRAWR -45,0
1480 LOCATE 6,10:PRINT"NAIL"
1490 IF Q=20 THEN RETURN
1500 IF Z<21 THEN RETURN
1510 PLOT 32,145:FOR X=1 TO 15:DRAWR 15,
0:MOVER -15,1:NEXT:MOVER 3,0:FOR X=1 TO
10:DRAWR 9,0:MOVER -9,1:NEXT
1520 MOVER -10,0:DRAWR 28,0:DRAWR 0,25:D
RAWR -28,0:DRAWR 0,-25:MOVER 2,0:FOR X=1
 TO 14:DRAWR 0,25:MOVER 2,-25:NEXT
1530 LOCATE 4,17:PRINT"LAMP"
1540 IF Q=21 THEN RETURN
1550 IF Z<22 THEN RETURN
1560 PLOT 73,162:DRAWR 20,0:MOVER -12,0:
DRAWR 0,20:DRAWR 3,0:DRAWR 0,-20
1570 MOVER 6,20:DRAWR -15,0:DRAWR 0,20:M
OVER 0,-20:FOR X=1 TO 14:DRAWR 15,0:MOVE
R -15,1:NEXT:MOVER 15,0:DRAWR 0,6
1580 LOCATE 9,16:PRINT "GLASS"
1590 IF Q=22 THEN RETURN

1600 IF Z<23 THEN RETURN
1610 PLOT 576,254:FOR X=1 TO 6:DRAWR 30,
0:MOVER -30,-6:NEXT:MOVER 0,36:FOR Y=1 T
O 6:DRAWR 0,-30:MOVER 6,30:NEXT
1620 LOCATE 73,12:PRINT"GRID"
1630 IF Q=23 THEN RETURN
1640 IF Z<24 THEN RETURN
1650 PLOT 110,275:DRAWR 50,0:DRAWR 0,-30
:DRAWR -50,0:DRAWR 0,30:DRAWR 25,-20:DRA
WR 25,20:MOVER 0,-30
1660 DRAWR -18,15:MOVER 18,-15:MOVER -50
,0:DRAWR 18,15
1670 LOCATE 14,11:PRINT"ENVELOPE"
1680 IF Q=24 THEN RETURN
1690 IF Z<25 THEN RETURN
1700 PLOT 200,280:DRAWR 0,-50:MOVER -20,
20:FOR X=1 TO 20:DRAWR 21-X,-8:DRAWR 21-
X,8:MOVER -41+X*2,3:NEXT
1710 LOCATE 24,12:PRINT"TREE"
1720 IF Q=25 THEN RETURN
1730 IF Z<26 THEN RETURN
1740 PLOT 240,260:FOR X=1 TO 3:DRAWR 0,4
2:MOVER 1,-42:NEXT:MOVER 0,40:DRAWR 15,0
:DRAWR 0,-20:DRAWR -15,0:MOVER 13,20:DRA
WR 0,-20
1750 LOCATE 31,10:PRINT "AXE"
1760 IF Q=26 THEN RETURN
1770 IF Z<27 THEN RETURN
1780 PLOT 230,224:DRAWR 15,15:DRAWR 15,-
15:DRAWR -15,-15:DRAWR -15,15:DRAWR 30,0
:MOVER -15,15:DRAWR 0,-30
1790 DRAWR 0,-50:MOVER 0,10:FOR X=1 TO 4
:DRAWR -3,3:DRAWR 0,-6:DRAWR 6,6:DRAWR 0
,-6:DRAWR -3,3:MOVER 0,10:NEXT
1800 LOCATE 30,16:PRINT "KITE"
1810 IF Q=27 THEN RETURN
1820 IF Z<28 THEN RETURN
1830 PLOT 200,200:DRAWR 0,-20:DRAWR 10,0
:DRAWR 0,-5:DRAWR -10,0:DRAWR 0,-10:DRAW
R-5,0:DRAWR 0,10:DRAWR -20,0:DRAWR 25,25
1840 MOVER -6,-11:DRAWR 0,-10:DRAWR -10,
0:DRAWR 10,10
1850 LOCATE 23,16:PRINT "FOUR"
1860 IF Q=28 THEN RETURN
1870 IF Z<29 THEN RETURN
1880 PLOT 235,120:DRAWR 0,-15:DRAWR -5,-
5:DRAWR -10,0:DRAWR -5,5:DRAWR 0,15:DRAW
R 20,0:MOVER 1,-2:DRAWR 8,0:DRAWR 0,-10:
DRAWR -8,0
1890 MOVER 0,3:DRAWR 5,0:DRAWR 0,5:DRAWR
 -5,0
1900 LOCATE 28,20:PRINT "CUP"

1910 IF Q=29 THEN RETURN
1920 IF Z<30 THEN RETURN
1930 PLOT 420,376:DRAWR 24,0:DRAWR 0,-3:
DRAWR -24,0:DRAWR 0,3:MOVER 2,0:FOR X=1
TO 8:DRAWR 0,-3:MOVER 3,3:NEXT
1940 MOVER -5,-3:DRAWR 0,-7:DRAWR 5,-5:D
RAWR 0,-20:DRAWR -28,0:DRAWR 0,20:DRAWR
5,5:DRAWR 0,7:MOVER 2,-12:FOR X=1 TO 15:
DRAWR 15,0:MOVER -15,-1:NEXT
1950 LOCATE 53,5:PRINT "JAR"
1960 IF Q=30 THEN RETURN
1970 IF Z<31 THEN RETURN
1980 PLOT 32,230:DRAWR 50,0:DRAWR 0,-4:D
RAWR -50,0:DRAWR 0,4:FOR X=1 TO 4:DRAWR
8,0:MOVER -8,-1:NEXT
1990 MOVER 42,4:FOR X=1 TO 4:DRAWR 8,0:M
OVER -8,-1:NEXT
2000 LOCATE 6,12:PRINT "WAND"
2010 IF Q=31 THEN RETURN
2020 IF Z<32 THEN RETURN
2030 PLOT 283,146:FOR x=1 TO 30:DRAWR 60
-(x*2),0:DRAWR -30+x,30-x:DRAWR -30+x,-3
0+x:MOVER 1,1:NEXT
2040 LOCATE 36,17:PRINT "TRIANGLE"
2050 IF Q=32 THEN RETURN
2060 IF Z<33 THEN RETURN
2070 PLOT 465,380:FOR X=1 TO 5:DRAWR 40,
0:MOVER -40,-1:NEXT:FOR Y=1 TO 25:DRAWR
5,0:MOVER 30,0:DRAWR 5,0:MOVER -40,-1:NE
XT:FOR X=1 TO 5:DRAWR 40,0:MOVER -40,-1:
NEXT
2080 FOR X=1 TO 5:DRAWR 10,0:MOVER 20,0:
DRAWR 10,0:MOVER -40,-1:NEXT:FOR X=1 TO
18:DRAWR 40,0:MOVER -40,-1:NEXT
2090 LOCATE 60,6:PRINT "DOOR"
```

80. MEMORY TEST

```
2100 IF Q=33 THEN RETURN
2110 IF Z<34 THEN RETURN
2120 PLOT 280,118:DRAWR 40,0:MOVER -40,-
1:DRAWR 40,0:MOVER -33,7:FOR X=1 TO 9:DR
AWR 0,-14:MOVER 4,14:NEXT:MOVER -44,-16:
DRAWR 0,20:DRAWR -5,0:DRAWR 0,-20:DRAWR
5,0
2130 MOVER 17,7:DRAWR 0,-20:MOVER 1,0:DR
AWR 0,20:DRAWR 0,-20:MOVER -10,0:FOR X=1
 TO 4:DRAWR 20,0:MOVER -20,1:NEXT
2140 LOCATE 35,20:PRINT "AERIAL"
2150 IF Q=34 THEN RETURN
2160 IF Z<35 THEN RETURN
2170 PLOT 347,320:DRAWR 7,-7:DRAWR 7,7:D
RAWR 20,-10:DRAWR -4,-10:DRAWR -8,4:DRAW
R 0,-30:DRAWR -30,0:DRAWR 0,30:DRAWR -8,
-4:DRAWR -4,10:DRAWR 20,10
2180 LOCATE 43,9:PRINT "SHIRT"
2190 IF Q=35 THEN RETURN
2200 IF Z<36 THEN RETURN
2210 PLOT 360,155:DRAWR 40,0:DRAWR 0,-50
:DRAWR -40,0:DRAWR 0,50:MOVER -5,0:DRAWR
 50,0:DRAWR 0,5:DRAWR -10,5:DRAWR -30,0:
DRAWR -10,-5:DRAWR 0,-5:MOVER 0,-50:DRAW
R 50,0:
2220 DRAWR 0,-5:DRAWR -50,0:DRAWR 0,5:MO
VER 7,44:FOR Y=1 TO 4:FOR X=1 TO 5:DRAWR
 0,-40:MOVER 1,40:NEXT:MOVER 5,0:NEXT:MO
VER -25,17:DRAWR 0,5:DRAWR 5,0:DRAWR 0,-
5:MOVER 2,0:DRAWR 0,7:DRAWR -9,0:DRAWR 0
,-7
2230 LOCATE 45,20:PRINT "DUSTBIN"
2240 IF Q=36 THEN RETURN
2250 IF Z<37 THEN RETURN
2260 PLOT 405,280:DRAWR 20,0:DRAWR 0,25:
DRAWR -10,10:DRAWR -10,-10:DRAWR 0,-25:M
OVER 0,3:DRAWR -15,0:DRAWR 15,20:MOVER 2
0,0:DRAWR 15,-20:DRAWR -15,0
2270 MOVER -10,25:DRAWR 6,-6:DRAWR 0,-4:
DRAWR -12,0:DRAWR 0,4:DRAWR 6,6
2280 LOCATE 50,9:PRINT "ROCKET"
2290 IF Q=37 THEN RETURN
2300 IF Z<38 THEN RETURN
2310 FOR X=1 TO 180 STEP 5:DEG:PLOT 482+
10*COS(X),270+10*SIN(X):NEXT:FOR X=1 TO
180 STEP 5:DEG:PLOT 462+10*COS(X),270+10
*SIN(X):NEXT
2320 MOVER 40,0:DRAWR -20,-30:DRAWR -20,
30:MOVER 1,0:DRAWR 20,-30:DRAWR 20,30
2330 LOCATE 58,11:PRINT "HEART"
2340 IF Q=38 THEN RETURN
2350 IF Z<39 THEN RETURN
2360 PLOT 450,105:DRAWR 0,-3:DRAWR 50,0:
DRAWR 0,3:DRAWR -50,0:DRAWR 0,10:DRAWR 3
0,0:DRAWR -6,6:DRAWR 3,0:DRAWR 23,-10:DR
AWR 0,-8
2370 LOCATE 57,20:PRINT "SLIPPER"
2380 IF Q=39 THEN RETURN
2390 IF Z<40 THEN RETURN
2400 PLOT 380,250:DRAWR 10,0:DRAWR 0,-6:
DRAWR -2,0:DRAWR 0,-20:DRAWR 3,0:DRAWR 0
,-6:DRAWR -3,-3:DRAWR -6,0:DRAWR -3,3:DR
AWR 0,6:DRAWR 3,0:DRAWR 0,20:DRAWR -2,0:
DRAWR 0,6
2410 PLOT 350,235:FOR X=1 TO 5:DRAWR 32,
0:MOVER -32,-1:NEXT
2420 LOCATE 42,12:PRINT "HAMMER"
2430 IF Q=40 THEN RETURN
2440 IF Z<41 THEN RETURN
2450 PLOT 555,270:DRAWR -15,0:FOR X=1 TO
 6:DRAWR 0,-50:MOVER 3,50:NEXT:MOVER -3,
-50:DRAWR -15,0:DRAWR 7,-15:DRAWR 0,-5:M
OVER 0,5:DRAWR 7,15
2460 LOCATE 68,14:PRINT "PEN"
2470 IF Q=41 THEN RETURN
2480 IF Z<42 THEN RETURN
2490 REM *** GUESSED ALL THE OBJECTS ***
2500 CLS #1:END
2510 SYMBOL AFTER 34
2520 SYMBOL 35,255,255,255,255,255,255,2
55,255
2530 RETURN
2540 DATA KEY,KING,SWEET,ARROW,BOX,CROSS
,LADDER,COMB,KNIFE,STAR,STAIRS,CASTLE,FL
AG,BOTTLE,TICK,FORK,BAT,PAN,BOOK,NAIL,LA
MP,GLASS,GRID,ENVELOPE,TREE,AXE,KITE,FOU
R,CUP,JAR,WAND,TRIANGLE,DOOR,AERIAL,SHIR
T,DUSTBIN,ROCKET,HEART,SLIPPER,HAMMER,PE
N
2550 REM * * TITLE SCREEN * *
2560 MODE 1:INK 1,13:INK 2,26:PAPER 3:CL
S
2570 PLOT 10,380,2:FOR x=1 TO 15:DRAWR 0
,-120+x*2:MOVER 1,119-x*2:NEXT:MOVER -7,
18:FOR x=1 TO 15:DRAWR 40-x*2,0:MOVER -3
9+x*2,-1:NEXT:MOVER 30,15:FOR x=1 TO 15:
DRAWR 40-x*2,0:MOVER -39+x*2,-1:NEXT
2580 MOVER -20,7:FOR x=1 TO 10:DRAWR 0,-
100+x*2:MOVER -1,99-x*2:NEXT:MOVER 12,10
:FOR x=1 TO 9:DRAWR 0,-100+x*2:MOVER 1,9
9-x*2:NEXT:MOVER 42,16:FOR x=1 TO 15:DRA
WR 0,-120+x*2:MOVER -1,119-x*2:NEXT
2590 MOVER 30,15:FOR X=1 TO 15:DRAWR 90-
X*2,0:MOVER -89+X*2,-1:NEXT:MOVER -20,10
:FOR X=1 TO 15:DRAWR 0,-50+X*2:MOVER 1,4
9-X*2:NEXT:MOVER -15,-40:FOR X=1 TO 15:D
RAWR 0,-50+X*2:MOVER 1,49-X*2:NEXT:MOVER
 -8,-40:FOR X=1 TO 15:DRAWR 90-X*2,0:MOV
ER -89+X*2,1
2600 NEXT:MOVER -17,43:FOR X=1 TO 10:DRA
WR 70-X*2,0:MOVER -69+X*2,-1:NEXT:MOVER
58,9:FOR X=1 TO 9:DRAWR -70+X*2,0:MOVER
69-X*2,1:NEXT
2610 MOVER 35,45:FOR x=1 TO 15:DRAWR 0,-
120+x*2:MOVER 1,119-x*2:NEXT:MOVER -7,18
:FOR x=1 TO 15:DRAWR 40-x*2,0:MOVER -39+
x*2,-1:NEXT:MOVER 30,15:FOR x=1 TO 15:DR
AWR 40-x*2,0:MOVER -39+x*2,-1:NEXT
2620 MOVER -20,7:FOR x=1 TO 10:DRAWR 0,-
100+x*2:MOVER -1,99-x*2:NEXT:MOVER 12,10
:FOR x=1 TO 9:DRAWR 0,-100+x*2:MOVER 1,9
9-x*2:NEXT:MOVER 42,16:FOR x=1 TO 15:DRA
WR 0,-120+x*2:MOVER -1,119-x*2:NEXT
2630 MOVER 30,15:FOR X=1 TO 15:DRAWR 80-
X*2,0:MOVER -79+X*2,-1:NEXT:MOVER -20,10
:FOR X=1 TO 15:DRAWR 0,-105+X*2:MOVER 1,
```

```
104-X*2:NEXT:MOVER -10,-95:FOR X=1 TO 15
:DRAWR 80-X*2,0:MOVER -79+X*2,1:NEXT:MOV
ER 67,95
2640 FOR X=1 TO 15:DRAWR 0,-105+X*2:MOVE
R -1,104-X*2:NEXT
2650 MOVER 30,20:FOR X=1 TO 15:DRAWR 80-
X*2,0:MOVER -79+X*2,-1:NEXT:MOVER -20,10
:FOR X=1 TO 15:DRAWR 0,-60+X*2:MOVER 1,5
9-X*2:NEXT:MOVER -15,-50:FOR X=1 TO 15:D
RAWR 0,-50+X*2:MOVER 1,49-X*2:NEXT:MOVER
 70,75:FOR X=1 TO 10:DRAWR 0,-50+X*2:MOV
ER -1,49-X*2
2660 NEXT:MOVER 10,10:FOR X=1 TO 9:DRAWR
 0,-50+X*2:MOVER 1,49-X*2:NEXT:MOVER -86
,-45:FOR X=1 TO 10:DRAWR 75-X*2,0:MOVER
-74+X*2,1:NEXT:MOVER -10,-10:FOR X=1 TO
9:DRAWR 75-X*2,0:MOVER -74+X*2,-1:NEXT
2670 MOVER 70,3:FOR X=1 TO 10:DRAWR 0,-5
0+X*2:MOVER -1,49-X*2:NEXT:MOVER 10,10:F
OR X=1 TO 9:DRAWR 0,-50+X*2:MOVER 1,49-X
*2:NEXT
2680 MOVER 10,80:FOR X=1 TO 15:DRAWR 0,-
60+X*2:MOVER 1,59-X*2:NEXT:MOVER -5,-45:
FOR X=1 TO 10:DRAWR 70-X*2,0:MOVER -69+X
```

```
9-X*2:NEXT:MOVER -15,-40:FOR X=1 TO 15:D
RAWR 0,-50+X*2:MOVER 1,49-X*2:NEXT:MOVER
 -8,-40:FOR X=1 TO 15:DRAWR 90-X*2,0:MOV
ER -89+X*2,1
2730 NEXT:MOVER -17,43:FOR X=1 TO 10:DRA
WR 70-X*2,0:MOVER -69+X*2,-1:NEXT:MOVER
58,9:FOR X=1 TO 9:DRAWR -70+X*2,0:MOVER
69-X*2,1:NEXT
2740 MOVER 45,50:FOR X=1 TO 15:DRAWR 90-
X*2,0:MOVER -89+X*2,-1:NEXT:MOVER -20,10
:FOR X=1 TO 15:DRAWR 0,-50+X*2:MOVER 1,4
9-X*2:NEXT:MOVER -13,-40:FOR x=1 TO 10:D
RAWR 90-X*2,0:MOVER -89+X*2,1:NEXT:MOVER
 -10,-10
2750 FOR x=1 TO 10:DRAWR 90-X*2,0:MOVER
-89+X*2,-1:NEXT:MOVER 80,3:FOR x=1 TO 15
:DRAWR 0,-50+x*2:MOVER -1,49-x*2:NEXT:MO
VER 9,-37:FOR x=1 TO 15:DRAWR -90+X*2,0:
MOVER 89-X*2,1:NEXT
2760 MOVER 30,100:FOR X=1 TO 15:DRAWR 50
-X*2,0:MOVER -49+X*2,-1:NEXT:MOVER 40,15
```

```
2840 PEN #1,0:LOCATE #1,8,3:PRINT #1,"&"
:PEN #1,2:LOCATE #1,2,4:PRINT #1,"Janice
 Hall"
2850 PEN 1:LOCATE 2,24:PRINT "****** I=i
nstructions  S=start ******"
2860 I$=INKEY$:IF I$="" THEN GOTO 2860
2870 IF UPPER$(i$)="I" THEN GOSUB 2920:G
OTO 2900
2880 IF UPPER$(i$)="S" THEN GOTO 2900
2890 GOTO 2860
2900 CLS:INK 1,24:INK 2,20:INK 3,6
2910 RETURN
2920 MODE 1:PEN 2:PAPER 3:CLS
2930 LOCATE 14,1:PRINT "MEMORY  TEST"
2940 PLOT 200,380,4:DRAWR 200,0
2950 PEN 1:PRINT:PRINT " This is a game
 to test how good you ":PRINT "are at re
membering.":PRINT "  The computer will
draw an object and print its name undern
eath.After a periodof time the computer
 then erases the"
2960 PRINT "object and ask you to re-cal
l as to whatthe object was.If you get it
 right then another object will be displ
ayed with   the object(s) you previously
 named ,but if you guess wrongly or run
out of time you lose one of your 3 lives
."
2970 PRINT " The game ends when you hav
e lost all  of your lives."
2980 PEN 0:PRINT:PRINT "   RATINGS:-":P
EN 1:PRINT " Less than 8 objects - PATHE
TIC":PRINT "    8 to 16 objects - NOT B
AD":PRINT"   17 to 24 objects - GOOD":P
RINT "   25 to 32 objects - VERY GOOD
"
```


(Screenshot of the instructions screen reading:)

```
This is a game to test how good you
are at remembering.
    The computer will draw an object and
print its name underneath.After a period
of time the computer  then erases the
object and ask you to re-call as to what
the object was.If you get it right then
another object will be displayed with
the object(s) you previously named ,but
if you guess wrongly or run out of time
you lose one of your 3 lives.
    The game ends when you have lost all
of your lives.

    RATINGS:
Less than 8 objects    - PATHETIC
    8 to 16 objects    - NOT BAD
   17 to 24 objects    - GOOD
   25 to 32 objects    - VERY GOOD
   33 to 40 objects    - BRILLIANT
   all 41 objects      - MENSA needs you!
```

```
*2,1:NEXT:MOVER 63,-7:FOR X=1 TO 15:DRAW
R 0,60-X*2:MOVER -1,-59+X*2:NEXT:MOVER 9
,-21:FOR X=1 TO 9:DRAWR -70+X*2,0:MOVER
69-X*2,-1:NEXT
2690 MOVER 15,5:FOR X=1 TO 15:DRAWR 0,-6
0+X*2:MOVER -1,59-X*2:NEXT:MOVER 9,-45:F
OR X=1 TO 15:DRAWR -80+X*2,0:MOVER 79-X*
2,1:NEXT
2700 PLOT 120,250:FOR X=1 TO 15:DRAWR 50
-X*2,0:MOVER -49+X*2,-1:NEXT:MOVER 40,15
:FOR X=1 TO 15:DRAWR 50-X*2,0:MOVER -49+
X*2,-1:NEXT:MOVER -18,10:FOR X=1 TO 10:D
RAWR 0,-120+X*2:MOVER -1,119-X*2:NEXT:MO
VER 10,10
2710 FOR X=1 TO 10:DRAWR 0,-120+X*2:MOVE
R 1,119-X*2:NEXT
2720 MOVER 50,15:FOR X=1 TO 15:DRAWR 90-
X*2,0:MOVER -89+X*2,-1:NEXT:MOVER -20,10
:FOR X=1 TO 15:DRAWR 0,-50+X*2:MOVER 1,4
```

```
:FOR X=1 TO 15:DRAWR 50-X*2,0:MOVER -49+
X*2,-1:NEXT:MOVER -18,10:FOR X=1 TO 10:D
RAWR 0,-120+X*2:MOVER -1,119-X*2:NEXT:MO
VER 10,10
2770 FOR X=1 TO 10:DRAWR 0,-120+X*2:MOVE
R 1,119-X*2:NEXT
2780 FOR y=1 TO 5:FOR x=1 TO 15
2790 IF X=1 OR X=3 OR X=7 OR X=9 OR X=11
 OR X=13 OR X=15 THEN SOUND 1,0,1,15,0,0
,x:GOTO 2810
2800 SOUND 4,0,1,15,0,0,x
2810 LOCATE 1,1:PRINT "
":LOCATE 1,25:PRI
NT "
":NEXT:NEXT
2820 INK 2,26
2830 WINDOW #1,13,26,19,22:PAPER #1,1:CL
S #1:PEN #1,0:LOCATE #1,3,1:PRINT #1,"Wr
itten by":PEN #1,2:LOCATE #1,2,2:PRINT #
1,"David  Hall"
```

```
2990 PRINT "   33 to 40 objects - BRILL
IANT":PRINT "       all 41 objects - MEN
SA needs you!"
3000 PEN 2:LOCATE 5,25:PRINT "   PRESS
ANY KEY TO BEGIN"
3010 I$=INKEY$:IF I$="" THEN GOTO 3010
3020 RETURN
3030 END
3040 FOR X=4 TO 18:LOCATE 11,X:PRINT "
WELL   DONE !!!  YOU'VE  GUESSED  ALL
   THE   OBJECTS":NEXT
3050 SPEED INK 10,10
3060 INK 1,24,0:INK 0,0,24
3070 FOR X=15 TO 1 STEP-1
3080 FOR T=1 TO 30-0.1*X:SOUND 7,X*30+RN
D*T,1,15:FOR V=1 TO 10:NEXT:NEXT
3090 SPEED INK X,X
3100 NEXT
3110 INK 1,24:INK 0,1
3120 FOR T=1 TO 5000:NEXT:RUN
```

Time for Action is set in five screens of 15 × 9 mazes. The aim of each level is to turn each of the squares green.

Out to hinder you is the alien blob and four time bombs which count down before exploding, you must catch each bomb before it blows up and defuse it. Attempting to defuse a bomb before it has started to count down results in it going off.

Controls are O-P left/right and Q-A up/down. This game features machine code sound generation, and a saveable high-score table.

N.B. before playing this game, disconnect any printer interfaces or printers that may be connected.

ROBERT J. BURGESS PRESENTS

- TIME FOR ACTION -

PRESS L - LOAD HI-SCORE

TIME FOR ACTION

by Robert Burgess

```
   1 REM ROBERT BURGESS 19
86
   2 REM DEDICATED TO MY IMMORTA
L HEROES,PLUS MUM,DAD,PC,PL,SS,D
ANIEL BYE,MIKE   COLE OF ATLANTI
S SOFTWARE AND THE REST.
   3 REM TUNES BY RIG
   5 CLEAR 59999
  10 POKE 23609,50: POKE 23658,8
: DIM W$(704): DIM C(4,2): LET S
K=.35
  20 BORDER 6: PAPER 6: INK 1: C
LS
  23 REM LARGE LETTERING  NOTE-P
RINTES MUST BE   TURNED OFF OR DI
SCONNECTED BEFORE        LOADING
  24 FOR F=72 TO 79: POKE 23681,
F: LPRINT "- T I M E  F O R  A C
 T I O N -": NEXT F
  26 PRINT AT 3,10; PAPER 7; INK
 2;"PLEASE WAIT";AT 20,5; PAPER
7; INK 2; ROBERT BURGESS 1986"
  27 GO SUB 900
  28 BEEP .1,10: CLS : GO SUB 61
5
  29 LET L=1: LET S=0
  32 PRINT AT 6,3; INK 0;"ROBERT
 J. BURGESS PRESENTS";AT 20,13;
PAPER 4; INK 0; 1986";AT 12,4;
 PAPER 6; INK 1;"PRESS L - LOAD
HI-SCORES";AT 13,5;"S - REDEFINE
 CHARS SET";AT 14,5;"Q - CHANGE
SKILL LEVEL";AT 15,12;"P - PLAY"

  35 PRINT AT 9,5; PAPER 7; INK
0;" - TIME FOR ACTION - "
  37 FOR F=5 TO 35 STEP .5: BEEP
 .005,F: BEEP .005,F+2: NEXT F
  39 REM LINE 40-POKES STOP PROG
RAM NAMEAPPEARING WHEN LOADING H
I-SCORES
  40 IF INKEY$="L" THEN  LET ZX=
PEEK 23739: LET ZA=PEEK 23740: P
OKE 23739,82: POKE 23740,0: LOAD
 "" DATA H$(): LOAD "" DATA H():
 POKE 23739,ZX: POKE 23740,ZA: P
AUSE 5: BEEP .1,3
  42 IF INKEY$="S" THEN   GO TO 7
00
  44 IF INKEY$="P" THEN   GO TO 6
0
  46 IF INKEY$="Q" THEN   GO SUB
55
  50 GO TO 40
  55 PRINT AT 17,5;"PRESS ANY KE
Y BETWEEN 0";AT 18,5;"(HARDER) A
ND 9 (EASIER)": BEEP .2,7
  56 IF INKEY$="" THEN  GO TO 56
  57 LET A$=INKEY$: IF CODE A$>5
7 OR CODE A$<48 THEN  GO TO 56
  58 LET SK=0+(VAL A$*.07): BEEP
.1,8: PRINT AT 17,3;"
        ";AT 18,3;"
    "
  59 GO TO 40
  60 BEEP .25,0: BEEP .25,2: BEE
P .5,4: BEEP .5,4: BEEP .5,0
 100 PRINT AT 0,0; PAPER 2; INK
7;"SSSSSSSSSSSSSSSSSSSSSSSSSSSSSS
SSS";AT 19,0;"SSSSSSSSSSSSSSSSSSS
SSSSSSSSSSSSSSS";AT 21,0;"SSSSSSS
SSSSSSSSSSSSSSSSSSSSSSSSSSSS": FOR
F=1 TO 20: PRINT AT F,0; PAPER 2
; INK 7;"S";AT F,31;"S": NEXT F
 105 FOR G=1 TO 17 STEP 2: PRINT
  PAPER 6; INK 0;AT G,1;"IJIJIJI
JIJIJIJIJIJIJIJIJIJIJIJIJIJIJIJ";: PRINT
 AT G+1,1; PAPER 6; INK 0;"KLKLK
LKLKLKLKLKLKLKLKLKLKLKLKLKLKLKL";: NEX
T G
 107 LET X=9: LET Y=15: LET G=48
 109 PAPER 2: INK 0
 110 IF L>5 THEN  GO SUB 490+((L
-5)*20)
 111 GO SUB 490+L*20
 125 LET Q=1
 128 LET J=1: LET K=R
 130 FOR F=1 TO 4: PRINT AT C(F,
1),C(F,2); PAPER 1; INK 7;"QR";A
T C(F,1)+1,C(F,2);"QR": NEXT F
 134 REM SCROLLING MESSAGE
 135 IF L=1 THEN  DIM A$(114): L
ET A$(30 TO )=" ... TIME FOR ACT
ION ...     SCORE:0000    LEVEL:
1     ": FOR F=1 TO 55: PRINT AT
 20,1; PAPER 7; INK 1;A$(F TO F+
29): BEEP .03,F/2: NEXT F
 137 PRINT AT 20,25; PAPER 7; IN
K 1;L
 140 PRINT AT X,Y; INK 1; PAPER
6;"AB";AT X+1,Y;"CD";AT A,B; INK
 0; PAPER 6; BRIGHT 1;"EF";AT A+
1,B;"GH"
 200 LET LX=X: LET LY=Y
 201 IF INKEY$="P" THEN   LET LY=
LY+2: GO TO 290
 205 IF INKEY$="O" THEN   LET LY=
LY-2: GO TO 290
 210 IF INKEY$="Q" THEN   LET LX=
LX-2: GO TO 290
 215 IF INKEY$="A" THEN   LET LX=
LX+2: GO TO 290
 219 LET V=ATTR (X,Y)
 220 PRINT AT X,Y; PAPER 6; INK
1;"AB";AT X+1,Y;"CD"
 224 IF V=48 THEN   BEEP .015,8:
LET Z=Z-1: LET S=S+5
```
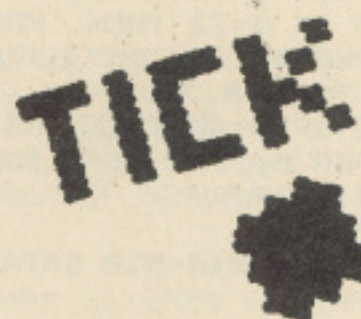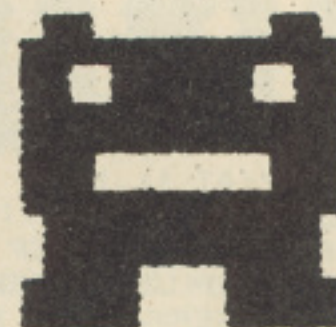
```
225 PRINT AT 20,15-(S>9)-(S>99)
-(S>999); INK 1; PAPER 7;S
226 IF V=32 THEN  BEEP .01,0
227 IF Z=0 THEN  GO TO 300
230 IF V=112 THEN  LET D$="CAUG
HT BY THE ALIEN": GO TO 600
234 IF V=15 AND (C(J,1)<>X OR C
(J,2)<>Y) THEN  LET D$="DIFFUSED
 THE WRONG BOMB": GO TO 600
235 IF V=15 AND C(J,1)=X AND C(
J,2)=Y THEN  LET S=S+50: RANDOMI
ZE USR 61000: GO SUB 480
250 LET LA=A: LET LB=B
251 IF X>A THEN  LET LA=LA+2: G
O SUB 280
252 IF X<A THEN  LET LA=LA-2: G
O SUB 280
254 IF Y>B THEN  LET LB=LB+2: G
O SUB 280
256 IF Y<B THEN  LET LB=LB-2: G
O SUB 280
257 GO TO 260
259 LET G=ATTR (A,B)
260 PRINT AT A,B; INK 0; PAPER
6; BRIGHT 1;"EF";AT A+1,B;"GH"
265 IF G=49 THEN  LET D$="CAUGH
T BY THE ALIEN": GO TO 600
270 LET K=K-1: IF K>9 THEN  PRI
NT AT C(J,1)+1,C(J,2); PAPER 1;
INK 7;K
271 IF K<10 THEN  PRINT AT C(J,
1)+1,C(J,2); PAPER 1; INK 7;"0";
K
272 IF K=0 THEN  LET D$="OUT OF
 TIME": GO TO 600
279 GO TO 200
280 IF (ATTR (LA,LB)=32 OR ATTR
(LA,LB)=48 OR ATTR (LA,LB)=49)
AND RND>SK THEN  GO SUB 495: LET
A=LA: LET B=LB: GO TO 259
281 LET LA=A: LET LB=B: RETURN
290 IF (ATTR (LX,LY)=48 OR ATTR
(LX,LY)=112 OR ATTR (LX,LY)=15
OR ATTR (LX,LY)=32) THEN  PRINT
AT X,Y; PAPER 4; INK 0;"IJ";AT X
+1,Y;"KL": LET X=LX: LET Y=LY
292 GO TO 216
300 PRINT AT 9,12; PAPER 7; INK
0;"           ";AT 10,12;" LEVEL
";L+1;" ";AT 11,12;"            "
305 LET L=L+1
310 BEEP .75,0: BEEP .25,2: BEE
P .5,4: BEEP .5,2: BEEP .5,5: BE
EP .5,4: BEEP .25,2: BEEP .25,-1
: BEEP .5,0
315 GO TO 100
481 LET K=R: LET Q=Q+1: LET J=Q
482 IF Q=4 THEN  PRINT AT C(J,1
),C(J,2); PAPER 3; INK 0;"QR"
495 IF G=32 THEN  PRINT AT A,B;
PAPER 4; INK 0;"IJ";AT A+1,B;"K
L": RETURN
496 IF G=48 THEN  PRINT AT A,B;
PAPER 6; INK 0;"IJ";AT A+1,B;"K
L": RETURN
497 STOP
500 REM 510-599 DATA FOR SCREEN
S
510 RESTORE 515: FOR F=1 TO 22:
READ A1,A2: PRINT AT A1,A2;"MN"
;AT A1+1,A2;"OP": NEXT F
511 LET C(1,1)=13: LET C(1,2)=3
: LET C(2,1)=5: LET C(2,2)=27: L
ET C(3,1)=5: LET C(3,2)=3: LET C
(4,1)=13: LET C(4,2)=27
513 LET R=60: LET A=1: LET B=5:
LET Z=108
517 DATA 1,15,3,3,3,9,3,21,3,27
,5,5,5,25,7,7,7,15,7,23,9,9,9,21
,11,7,11,15,11,23,13,5,13,25,15,
3,15,9,15,21,15,27,17,5,17,15
519 RETURN
```

```
530 RESTORE 535: FOR F=1 TO 28:
READ A1,A2: PRINT AT A1,A2;"MN"
;AT A1+1,A2;"OP": NEXT F
531 LET C(1,1)=1: LET C(1,2)=29
: LET C(2,1)=17: LET C(2,2)=29:
LET C(3,1)=17: LET C(3,2)=1: LET
C(4,1)=1: LET C(4,2)=1
533 LET R=60: LET A=17: LET B=5
: LET Z=102
537 DATA 1,3,1,27,3,5,3,25,5,7,
5,15,5,23,7,9,7,13,7,15,7,17,7,2
1,9,1,9,3,9,27,9,29,11,9,11,13,1
1,15,11,17,11,21,13,7,13,15,13,2
3,15,5,15,15,25,17,3,17,27
539 RETURN
550 RESTORE 555: FOR F=1 TO 26:
READ A1,A2: PRINT AT A1,A2;"MN"
;AT A1+1,A2;"OP": NEXT F
551 LET C(1,1)=1: LET C(1,2)=1:
LET C(2,1)=17: LET C(2,2)=1: LE
T C(3,1)=17: LET C(3,2)=29: LET
C(4,1)=1: LET C(4,2)=29
553 LET R=50: LET A=17: LET B=1
5: LET Z=105
557 DATA 1,7,1,13,1,17,1,23,3,1
1,3,19,5,9,5,21,7,7,7,13,7,17,7,
23,9,1,9,29,11,7,11,13,11,17,11,
23,13,9,13,21,15,11,15,19,17,7,1
7,13,17,17,17,23
559 RETURN
570 RESTORE 575: FOR F=1 TO 30:
READ A1,A2: PRINT AT A1,A2;"MN"
;AT A1+1,A2;"OP": NEXT F
571 LET C(1,1)=7: LET C(1,2)=1:
LET C(2,1)=11: LET C(2,2)=29: L
ET C(3,1)=11: LET C(3,2)=1: LET
```



```
C(4,1)=7: LET C(4,2)=29
573 LET R=60: LET A=1: LET B=29
: LET Z=100
577 DATA 1,3,1,15,1,27,3,5,3,15
,3,25,5,1,5,7,5,13,5,15,5,17,5,2
3,5,29,7,3,7,27,11,3,11,27,13,1,
13,7,13,13,13,15,13,17,13,23,13,
29,15,5,15,15,15,25,17,3,17,15,1
7,27
579 RETURN
590 RESTORE 595: FOR F=1 TO 38:
READ A1,A2: PRINT AT A1,A2;"MN"
;AT A1+1,A2;"OP": NEXT F
591 LET C(1,1)=9: LET C(1,2)=5:
LET C(2,1)=13: LET C(2,2)=25: L
ET C(3,1)=9: LET C(3,2)=25: LET
C(4,1)=5: LET C(4,2)=5
593 LET R=45: LET A=1: LET B=1:
LET Z=92
597 DATA 3,3,3,5,3,7,3,9,3,11,3
,13,3,17,3,19,3,21,3,23,3,25,3,2
7,5,3,5,27,7,5,7,13,7,17,7,25,9,
7,9,23,11,5,11,13,11,17,11,25,13
,3,13,27,15,3,15,5,15,7,15,9,15,
11,15,13,15,17,15,19,15,21,15,23
,15,25,15,27
599 RETURN
600 REM 601: MACHINE CODE SOUND
601 RANDOMIZE USR 61500
609 REM 610: ROUTINE TO CHANGE
SCREEN  COLOUR WHILST KEEPING PR
INTING INTACT
610 PAPER 6: INK 1: FOR F=4 TO
6: PRINT  OVER 1;AT 0,0; PAPER F
;W$: PAUSE 5: BEEP .02,F: NEXT F
: BORDER 6: FOR F=1 TO 6: PRINT
OVER 1;AT 0,0; INK F;W$: PAUSE
5: BEEP .02,F+6: NEXT F: CLS
611 GO SUB 615: GO TO 619
615 PRINT AT 0,0; INK 7; PAPER
2;"SSSSSSSSSSSSSSSSSSSSSSSSSSSSSS
SSS";AT 21,0;"SSSSSSSSSSSSSSSSSS
SSSSSSSSSSSSSS": FOR F=1 TO 20:
PRINT AT F,0; INK 7; PAPER 2;"S"
;AT F,31;"S": NEXT F
617 PRINT AT 1,1; PAPER 4; INK
0;"IJIJIJIJIJIJIJIJIJIJIJIJIJIJI
J";AT 2,1;"KLKLKLKLKLKLKLKLKLKLK
LKLKLKLKL";AT 19,1;"IJIJIJIJIJI
JIJIJIJIJIJIJIJIJ";AT 20,1;"KLKL
KLKLKLKLKLKLKLKLKLKLKLKLKL": FOR
```

```
F=3 TO 17 STEP 2: PRINT AT F,1;
PAPER 4; INK 0;"IJ";AT F,29;"IJ
";AT F+1,1;"KL";AT F+1,29;"KL":
NEXT F
618 RETURN
620 PRINT AT 5,11;"GAME OVER";A
T 8,(32-LEN D$)/2;D$;AT 11,11;"S
CORE:";S
621 BEEP .2,0: BEEP .2,2: BEEP
.2,4: BEEP .2,5: BEEP .2,7: BEEP
 .2,4: BEEP .45,0: BEEP .2,2: BE
EP .2,4: BEEP .45,2: BEEP .2,4:
BEEP .2,2: BEEP .325,0
625 IF S<=H(11) THEN  PAUSE 50:
GO TO 656
630 PRINT AT 13,11;"HIGH SCORE"
;AT 16,9;"ENTER YOUR NAME"
635 DIM N$(10): INPUT ">"; LINE
N$
644 REM JUGGLE 11 NAME HI-SCORE
TABLE
645 FOR F=2 TO 11: IF S>H(F) AN
D S<H(1) THEN  FOR G=11 TO F STE
P -1: LET H$(G)=H$(G-1): LET H(G
)=H(G-1): NEXT G: LET H$(F)=N$:
LET H(F)=S: GO TO 656
650 NEXT F
655 FOR G=11 TO 2 STEP -1: LET
H$(G)=H$(G-1): LET H(G)=H(G-1):
NEXT G: LET H$(1)=N$: LET H(1)=S
656 GO SUB 657: GO TO 658
657 FOR F=3 TO 18: PRINT AT F,3
;"                         ": N
EXT F: RETURN
660 PRINT AT 4,8; PAPER 7; INK
0;"IMMORTAL HEROES": FOR F=6 TO
16: PRINT AT F,8;H$(F-5);" ";H(F
-5): NEXT F
670 PRINT AT 18,5;"PRESS S TO S
AVE TABLE"
675 IF INKEY$="" THEN  GO TO 67
5
676 REM SAVE HI-SCORE TABLE
677 IF INKEY$="S" THEN  SAVE "H
ISCORE" DATA H$(): SAVE "HISCORE
" DATA H()
680 GO SUB 657: GO TO 29
700 PRINT AT 21,0; INK 0; PAPER
7;"       PLEASE WAIT 180 SECONDS
    "
701 REM REDEFINE CHARS. SET IN
3 LINES OF BASIC !
705 LET M=60000: FOR N=32 TO 12
7: PRINT AT 21,0; PAPER 7; INK 7
```

TICK TICK

TICK
08

SCORE: 0280   LEVEL: 1

TIME FOR ACTION

TICK
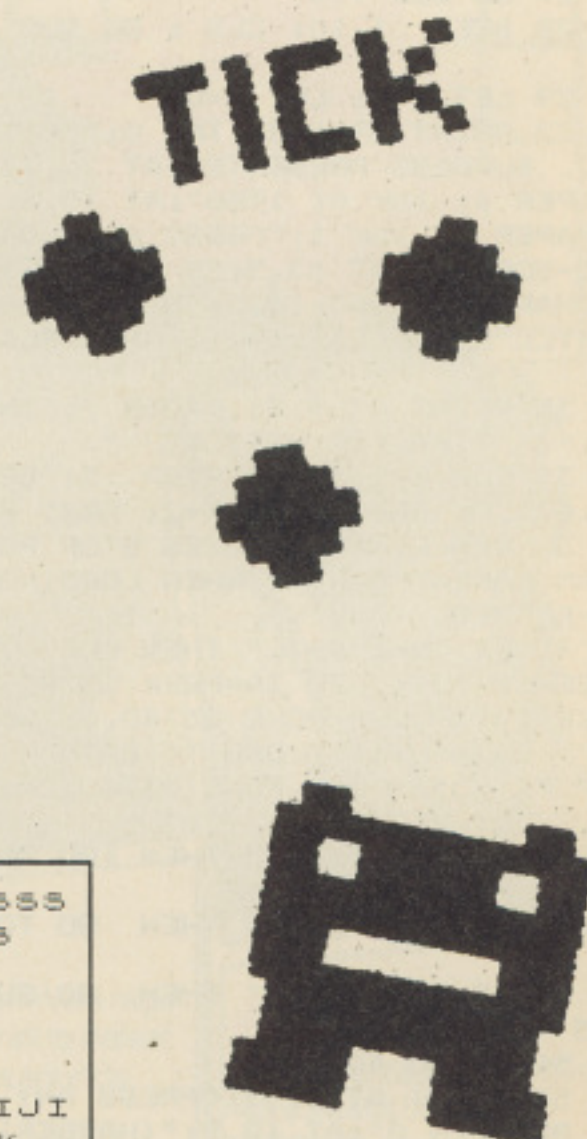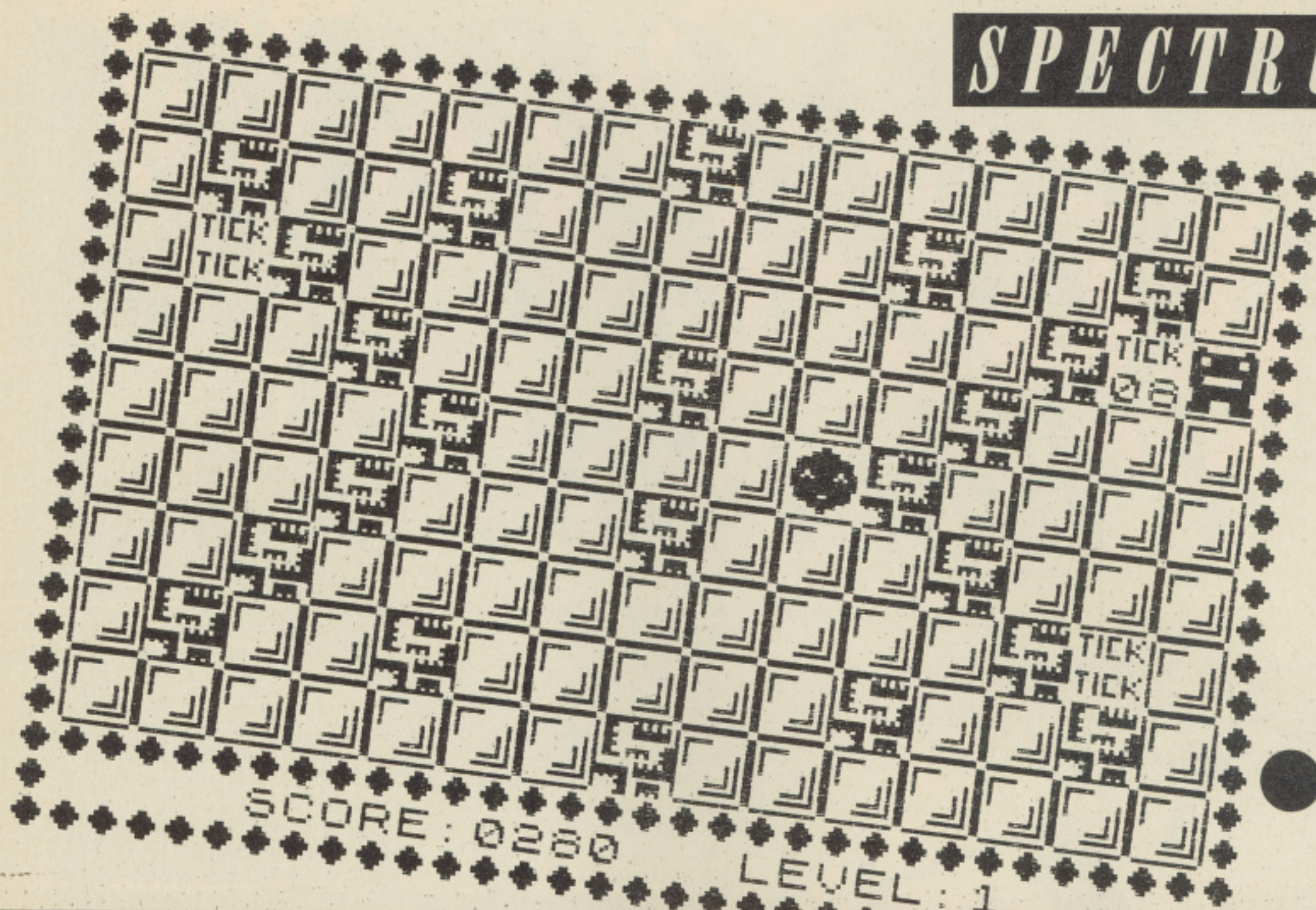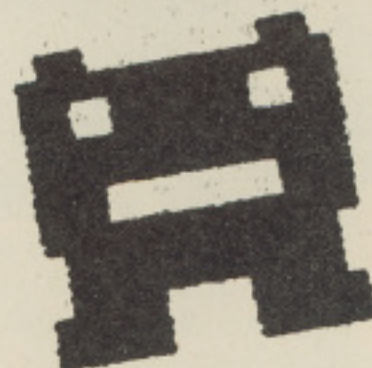
```
;CHR$ N: FOR O=7 TO O STEP -1: F
OR P=6 TO O STEP -1
  710 IF POINT (P,O)=1 THEN  PLOT
  INK 7;P+1,O
  715 NEXT P: POKE M,PEEK (22432-
256*O): LET M=M+1: NEXT O: NEXT
N: POKE 23606,96: POKE 23607,233
: GO SUB 615: BEEP .5,10: GO TO
30
  900 RESTORE 900: FOR F=0 TO 151
: READ A: POKE USR "A"+F,A: NEXT
f
  901 DATA 0,48,127,103,103,127,1
27,112
  905 DATA 0,12,254,230,230,254,2
54,14
  910 DATA 112,127,63,63,60,124,1
24,0
  915 DATA 14,254,252,252,60,62,6
2,0
  920 DATA 0,1,7,31,63,63,119,107
  925 DATA 0,128,224,248,252,252,
238,214
  930 DATA 127,127,63,62,31,7,1,0
  940 DATA 254,254,252,124,248,22
4,128,0
  945 DATA 127,128,191,160,160,16
0,160,160
  950 DATA 254,1,1,1,1,5,5,21
  955 DATA 128,128,128,129,128,13
1,128,127
  960 DATA 21,21,21,245,5,253,1,2
54
  965 DATA 126,113,97,113,96,112,
99,122
  970 DATA 168,170,254,254,0,3,23
1,163
  975 DATA 0,0,254,254,86,14,6,14
  980 DATA 7,171,255,255,0,124,12
4,84
  981 DATA 0,117,37,37,37,37,0,0
  983 DATA 0,210,20,24,20,210,0,0
  985 DATA 0,24,60,126,126,60,24,
0
  987 RESTORE 987: FOR F=0 TO 20:
READ A: POKE 61000+F,A: NEXT F
  988 DATA 33,10,0,17,3,0,6,200,2
29,213,197,205,181,3,193,209,225
,35,16,244,201
  990 RESTORE 990: FOR F=0 TO 47:
READ A: POKE 61500+F,A: NEXT F
  992 DATA 243,58,72,92,15,15,15,
8,38,0,1,0,12,8,211,254,238,16,8
,46,0,85,92,167,237,82,237,82,17
,254,0,25,125,148,56,1,61,103,61
,32,253,11,120,177,32,223,251,20
1
  996 RESTORE 997: DIM H$(11,10):
FOR F=1 TO 11: READ H$(F): NEXT
F: DIM H(11): FOR F=1 TO 11: RE
AD H(F): NEXT F
  997 DATA "GLYNN","DAVID","ROBER
T","ELIZABETH","JAYNE","ANDREW",
"KATIE","MARK","DAZ/COLIN","MICH
AEL","NICOLA"
  998 DATA 2500,2250,2000,1800,16
00,1400,1200,1000,800,600,400
  999 RETURN
  1000 REM SAVE PROG SO NAME APEAR
S IN    MIDDLE OF SCREEN DURING
LOADING
  1001 LET S$="": LET S$=S$+CHR$ 2
2+CHR$ 11+CHR$ 12+CHR$ 65+CHR$ 6
7+CHR$ 84+CHR$ 73+CHR$ 79+CHR$ 7
8+CHR$ 33
  1002 SAVE S$ LINE 1
```

87
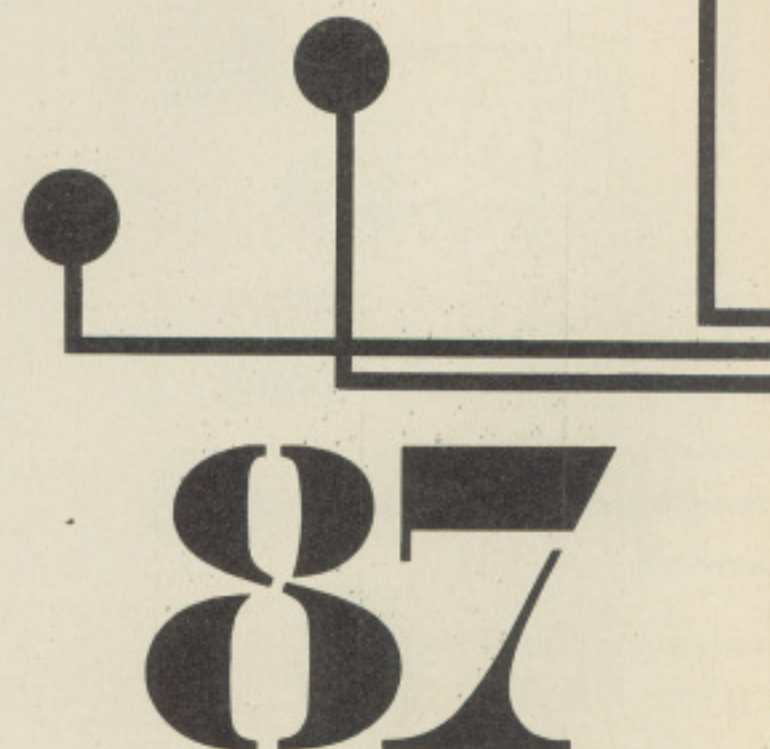
PROGRAM
S·U·B·M·I·S·S·I·O·N·S
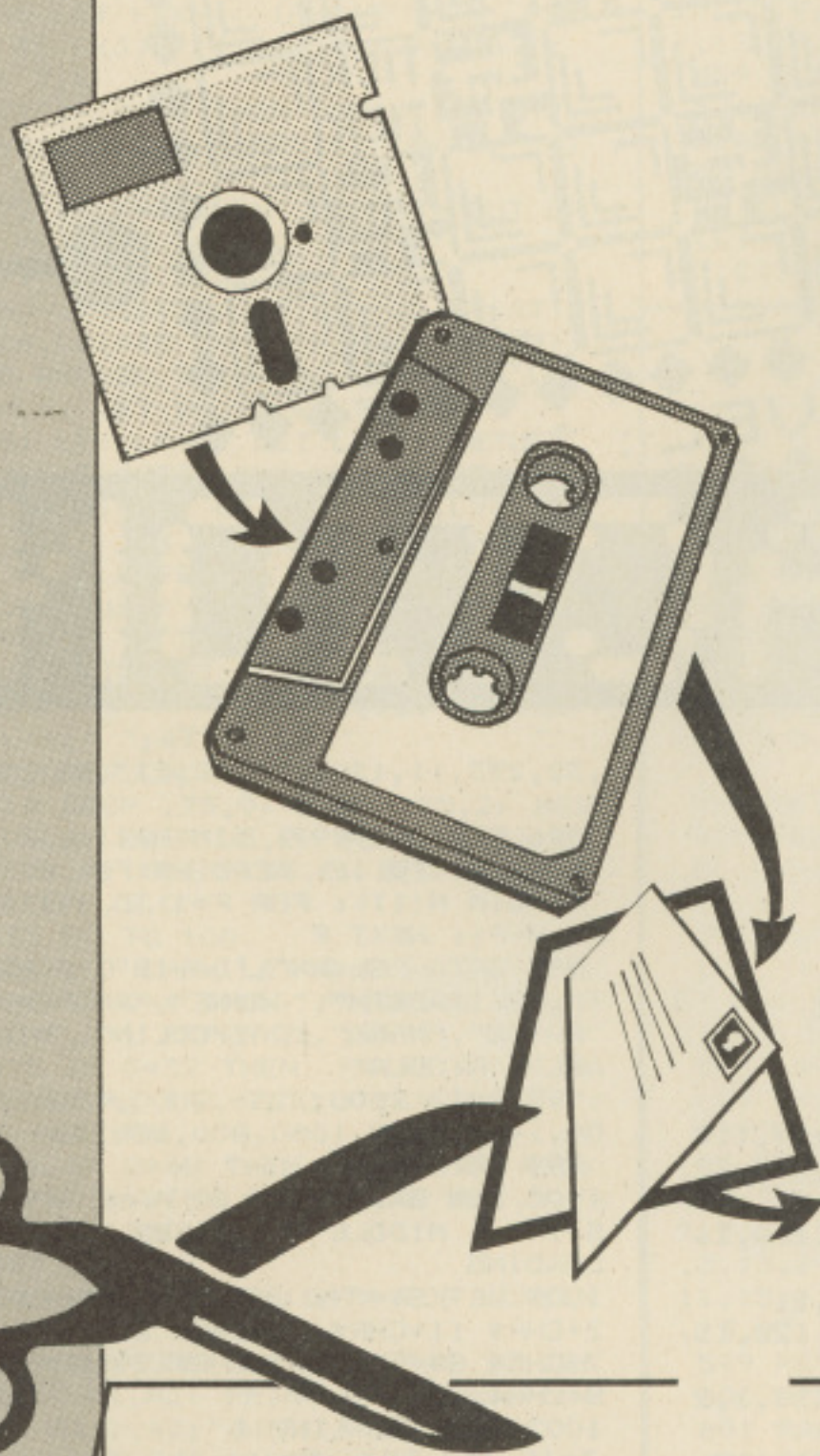
Ever wanted fame and fortune in one of Britain's leading computer magazines?

Do you think that anything that you have programmed is up to our standards?

We are looking for programs to publish for the following machines: Commodore 64, VIC, C16, Plus/4, Spectrum, Oric/Atmos, Atari 400, 600XL, 800, 800XL, 65XE, BBC, Electron, Amstrad and TI-99/4A (BASIC or Extended).

All programs should be recorded on tape as many times as possible and at the most reliable baud rate (where applicable). No printed listing is necessary as we can do our own except in the case of the TI-99/4A where a listing produced on a computer printer is absolutely necessary. No handwritten or typed listings are acceptable.

Any tape must be clearly marked with the program name your name, the machine it is intended for, and your address.

Documentation should run to our normal style with a description and introduction to playing the game and how the game works.

Documentation should be typed on one side of blank A4 paper with double spacing between lines and a wide margin.

We pay well for all listings published.

If you want to send us your program then fill in the form. And send us the tape, documentation, coupon, and an SAE if you want it returned, to the following address:

Computer Gamer Program Submissions
1 Golden Square, London W1R 3AB

And write the name of your computer on the back of your package.

Name: . . . .

Address: . . . .

. . . .

. . . .

Telephone: . . . .

Computer type: . . . .

Computer model: . . . .

Program name: . . . .

Additional details: . . . .

. . . .

. . . .

. . . .

88

STRATEGY

This month's strategic challenges include a battle between mighty wizards and a wargame based on the Battle of the Bulge

ELECTRONIC ARTS

Title:	Archon II: Adept
Computer:	C64/Atari
Supplier:	Ariolasoft/Electronic Arts
Price:	£12.95 (disk)

Archon II is the long awaited sequel to the superb strategy game from Electronic Arts that was released in the UK last year, by Ariolasoft. Once again the forces of light and darkness do battle but this time they are called Order and Chaos and the chesslike board of Archon is replaced by one representing the plains of earth, water, air and fire as well as two void squares.

Each plain is colour coded and is formed of squares with six being crucial to the outcome of the game. These are the power points and apart from their control being the object of the

contest they are also the source of magic power. Without magic power you can't play Archon II.

Each player begins with just four pieces. However, each of these is a powerful adept that can cast spells to heal, weaken, imprison, release, banish and summon other creatures. The creatures that you can summon vary considerably from low level elementals (one for each plain), the heavy duty demons. Obviously since a demon has more potential destructive power it costs more magic power to produce. Overspend your magic and it's game over time.

The fun really starts when two opposing pieces want the same square. Then the action swaps to a battle screen where the background reflects the plain

you are in and the two pieces do battle to the death. The pieces relative strengths are displayed as energy bars on either side of the screen which are reduced as they are hit. The battle rages until one piece loses all their energy and dies.

Very few of these battles are the same as each side fights with a completely different set of demons and elementals each with an unique fighting style, speed that they can move round the battle screen and how long they have to wait before they can re-use their weapon!

In the Chaos corner there is the firebird that bursts into flames, a siren that sings it's opponents to death and a particularly nasty Behemouth that pounds its opponents into dust. Up against then are a Giant that hurls rocks, a sea monster (Kraken) and a fireball hurling Salamander. Add to that lot demons that can paralyse and drain anything that stands in

their way and the missile guiding adepts themselves and you have an intriguing contest that will last you for months.

Unfortunately cassette owners will have to wait until May before they can get their hands on this excellent game. Until then, either find a friend with a disk drive or buy one yourself. You won't be disappointed. **T.H.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Nova

Title:	Mugsy's Revenge!
Computer:	Commodore 64/Spectrum
Supplier:	Melbourne House
Price:	£7.95

Gangster Mugsy is back on the streets and out for revenge. The result is a game featuring stunning graphics which thinly disguises a very old type of strategy game.

Playing the role of Mugsy, you must guide your ever growing band of hoods to infamy and fortune in the USA of Prohibition days. Illegal alcohol, Speakeasies and shady ladies are the building blocks of the criminal empire which you must build up within ten years. Each year is much the same as the last. First you hire up to two gang members, pay them, the buy the liquor, pay the smuggler and give a back-hander to the police. The narrator is your sidekick who will occasionally offer advice if your payments get a bit mean. After this you sell the liquor as profitable as possible, opening up Speakeasies when funds allow and hiring a few hookers to gain extra income.

If this sounds a bit dull and boring, you'd be right. As a listing the game would be lucky to find space in our programmer's section and its only saving grace is the graphics. Each hi-res backdrop appears so often in the game that even these lose their appeal after a play or two.

Each year is punctuated by an animated cartoon of dastardly deeds in the Pool Hall. When I first saw this I don't mind admitting that I was stunned,

but soon the novelty palled and boredom set in as I was forced to sit through the same sequence time and time again.

I think the programmer realised the game lacked a certain something because there is a short arcade action section which probably would form the basis of a far better game. A rival gang or the Feds are up in arms against you and you must meet them in a 3D street gun battle. Hookers are wandering about the street and Mugsy has to shepherd them onto the side-walk and safety while avoiding the hot lead being spewed from the rods of the enemy.

If any bullets hit you the game ends and if too many hookers are hit you won't be very popular in the neighbourhood for the rest of the game. Win the battle, on the other hand and you are able to welcome in a bright New Year.

The basic aim is to stay solvent even if this means a visit to Bags Lewis, the local moneylender. His interest rates are exhorbitantly high so be careful. Failure to stay in the black marketplace will result in a visit to Skid Row and the start of a new game. **E.D.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Nebula
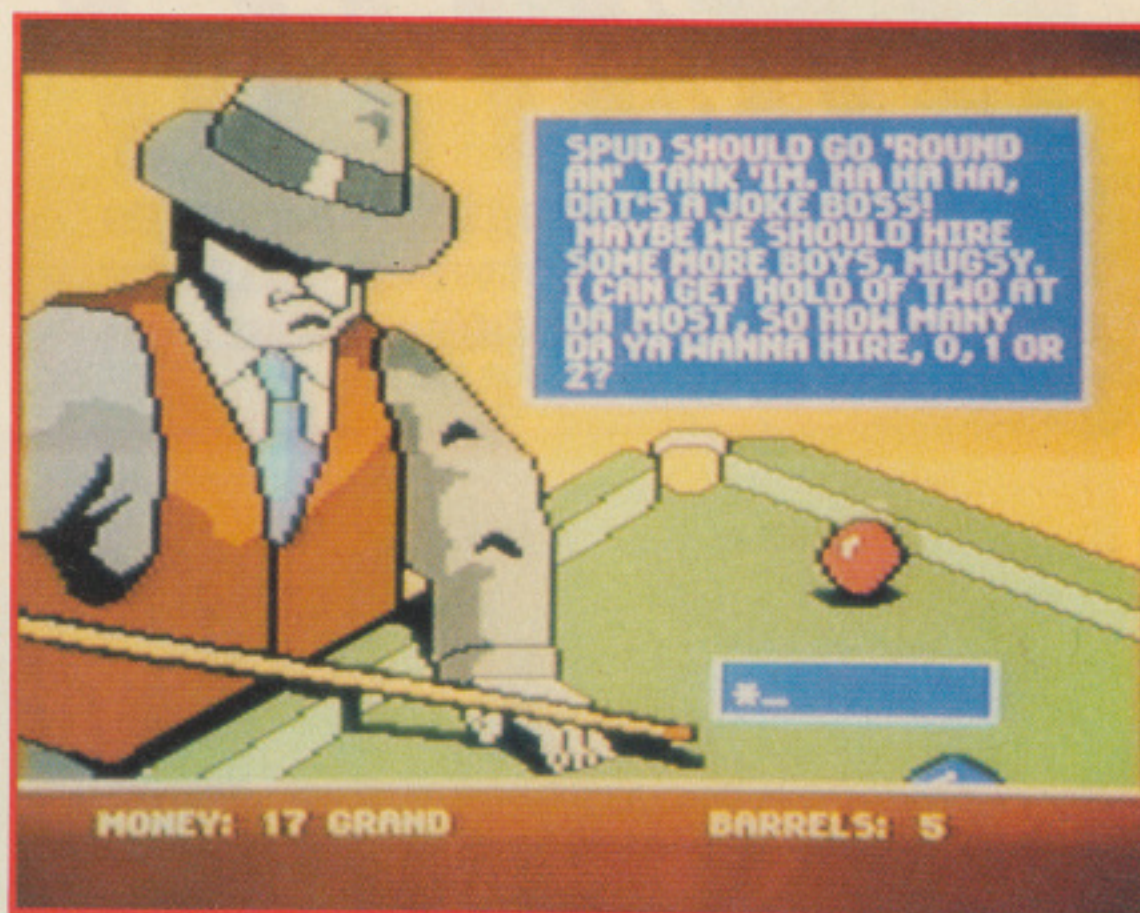
Title:	Colossus Chess 4.0
Computer:	Amstrad tape/disk
Supplier:	CDS
Price:	£19.95
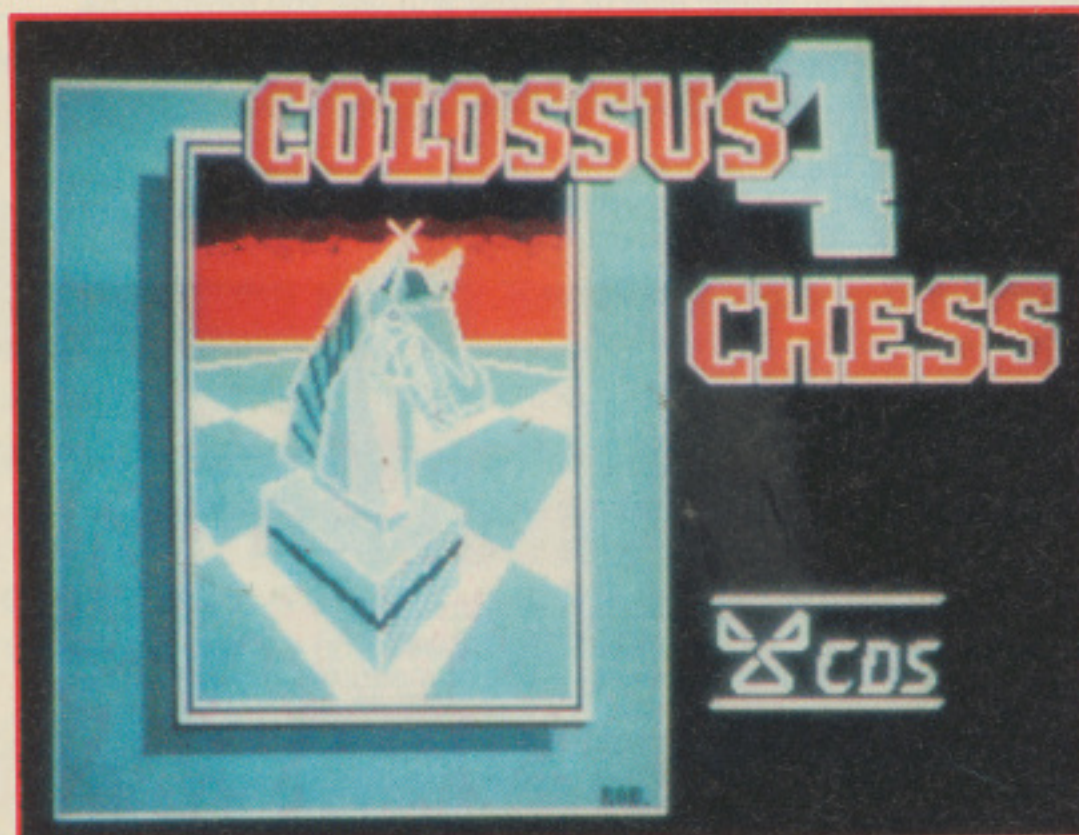
Colossus Chess has been around for a year or so now, and is an improved version of Colossus Chess 3.0.

The manual modestly states that this is the best computer chess program available for any home computer. This is also stated on the packaging and on the opening screen. Looking in the manual there is a record of a number of games played on a number of different computers and with different software. It is not surprising the Colossus beat them all, what is surprising is that all but seven were beaten 16-0!

The game that it plays is VERY strong and would beat me every time. Cyruss II chess, an extremely good chess game was beaten 13-3 according to the manual.

Comparisons will be drawn between these two games as they are the best games on the Amstrad. They both have a 3D display option, though Cyruss II has the edge due to its incredible use of colour shading.

The graphics in Colossus are only in two colours, and thus look a bit 'flat', but anybody who buys this game is more

interested in the ability of the game rather than in the graphics.

All the usual chess options are supported along with a few new ones. And the disk comes with some sample games and problems on it.

If you are a good chess player then this is the game for you as it is so powerful. If you don't require that sort of strong game then I would have to recommend the Cyruss II game as it is easier to use and its presentation is better. **M.R.**

PLANET RATINGS

Originality
Graphics
Use of Machine
Value for money

STAR RATING

Bright Star

RE-WRITE WORLD HISTORY AS YOU ASSUME COMMAND
OF THE ALLIED OR GERMAN FORCES IN THE ULTIMATE
OFFENSIVE ON THE WESTERN FRONT!

TIGERS IN THE SNOW

Transatlantic SIMULATIONS

CBM 64/128

REVIEWS

in an open field. Is he flanked by friendly units or is he surrounded, not to mention the tactics used by both sides. For example, the outcome would be different if a unit was merely engaging in a light attack to discover enemy strengths to an all out major attack particularly if the enemy counterattacks.

Thankfully the computer is there to do all the number crunching and reports onthe outcome which usually results in all units losing some of their combat factor. If the attack was particularly strong or successful the defender might be forced to retreat or be eliminated altogether. Then the victor can advance onto new battles.

Tigers in the Snow is an excellent simulation wargame similar in style to board wargames that dedicated wargamers will know and love. This happy band will relish the thought of a computer not only to challenge their skill as players but also to take care of all the maths leaving them to concentrate on perfecting their General impressions.

Beginners to this fascinating hobby will find this a good introduction as the demo games will show the winning tactics that can be 'safely' practiced in biased games before trying the 'real' game.

PLANET RATINGS

Originality ●●●●
Graphics ●●●
Use of machine ●●
Value for money ●●

STAR RATING

Nova

Title:	Tigers in the Snow
Computer:	C64
Supplier:	US Gold (SSI)
Price:	£9.95

Tigers in the Snow is part of US Golds Transatlantic Simulation series and allows you to re-enact Germany's last offensive of World War II. The crucial battle that followed became known at the Batle of the Bulge.

With this game you can play either side against human or computer opponent and see how you contend with the problems of terrain, weather, supply and combat tactics.

To give wargame novices a fighting chance you can also bias the game in one sides favour by altering the combat factor of the units.

This combat factor represents the relative strengths of the units which may be reduced in combat until finally the unit is lost.

However, how a unit actually fights depends not only on its combat factor but also the ground it is fighting on and the supplies it gets. For example a Panzer regiment is greatly weakened without fuel and ammo.

Fuel was the Germans greatest problem in reality and so it is in this simulation. The German player begins the game with a certain fuel allocation, part of this is used everytime a German unit is moved. Although this is topped up by a small amount each turn it is still an important factor and if ignored can literally cause the German offensive to grind to a halt.

Allied forces also have problems and generally have to fight a defensive action against the superior German numbers.

The game is played on a map of the area with the opposing units displayed as symbols on a hexed board (although the hexes aren't actually shown, units can move in only six directions).

Each turn a player can move some or all of his units and then attack with those adjacent to enemy forces.

The outcome is decided by comparing the different combat factors while taking into consideration numerous factors familiar to most wargamers. These include whether the defender is in a strong position such as a tower or a wood or is he

GERMAN 276 VG DIV   COMBAT: 56
COMBAT STATE: 3   SUPPLY: SUPPLIED

Will the Allies hold the German advance?

93

COMPUTER GAMER MAY 1986

COMPETITION R·E·S·U·L·T·S

Win a Robot!

We give you the chance to win a robot that will obey your every comand by guiding one through a maze in the least possible moves.

If your still confused you'll find a completed maze below, if you're still none the wiser, then perhaps you should ask Ken O'Neil from Dublin as he's now the proud owner of a Verbot.

Dingbots, the Verbots smaller cousins are on their way to Richard Rising, Northants; R Messenger, Perth; James Gleeson, Coventry and M Walton from Hull.

Consolation copies of CRL's Tau Ceti will be sent to I Benjellou, Welwyn Garden City; Alistair May, Elgin; Tony Johnson, Kent; David Ferguson, Bangor; Matthew Laverty, Eire; N Poiton, Ishtham; Nigel Kettlewell, Bournemouth; A Richards, Erith; R Pemberton, London; David Hamilton, Southampton; David Butler, Newton Abbey; Sarah Wills, Essex; S Lee, Huntingdon; R Abbott, Essex; P Nursey, Coventry; D Green, Winchester; J Gardiner, S Wales; David Pawett, Oxford; R Hann, Bideford and Paul Airey from Abedare.

Win a M.A.D. Game

The following 25 people have all won one of Mastertronics marvellous M.A.D. games plus a T-shirt by indentifying these characters from Spellbound.

The lucky winners are Andrew Llaw, Bedford; Graham Harrold, West Midlans; L Curle, London; Andrew Westoby, Humberside; Mark Wiggington, Lisa Hadcock, Manchester; Nairn Fisher, Dundee; Daniel Brittain, Bournemouth; O Jordon, Co Mayo; Scott Johnson, Leeds; Neil Dobson, Lincoln; J Sagnella, Northampton; Michael Kenny, Galway; Dave Moore, Salford; Philip Lai, Knottingley; P Powley, Kings Lynn; C Ing, Faversham; Paul Bruce, Orkney; Daniel Lezano, London; Lief Findlay, Forfar; N Gallighan, Jersey; I Thompson, Merseyside; R Harrison, York; Rory O'Malley, Leeds and Pual Paxford from Reading.

Competition Results
This month we announce the winners to two fantastic Gamer competitions. Did you win a prize?

Start and Finish

▶ = ONE WAY DOOR

🖉 = COOLING ROD

Getting there •••••

Getting back ‒ ‒ ‒

WARNING NOTICE

OFF THE HOOK

CHARITY COMPILATION TAPE
ALL PROCEEDS GO TO THE
PRINCE'S TRUST

LIGHTNING DISTRIBUTION LTD
841 HARROW ROAD
LONDON NW10

48K SPECTRUM		COMMODORE 64	
PITFALL II	ACTIVISION	PITFALL II	ACTIVISION
PSYTRON	BEYOND	SPACE PILOT 2	ANIROG
FALL GUY	ELITE	PSYTRON	BEYOND
AD ASTRA	GARGOYLE	FALL GUY	ELITE
SAM STOAT SAFEBREAKER	GREMLIN GRAPHICS	DEMONS OF TOPAZ	FIREBIRD
SPLAT	INCENTIVE	SHEEP IN SPACE	LLAMASOFT
MUGSY	MELBOURNE HOUSE	KONG STRIKES BACK	OCEAN
KONG STRIKES BACK	OCEAN	BLACK THUNDER	QUICKSILVA
CHEQUERED FLAG	PSION	DEATH STAR INTERCEPTOR	SYSTEM 3
BLUE MAX	U.S. GOLD	TALLADEGA	U.S. GOLD

READERS C-L-U-B

Big changes are about to happen in the Computer Gamer Readers' Club. Read on to find out more . . .

Nearly a year ago, Computer Gamer launched the first ever readers' club. There was a massive response — greater than we had imagined in our wildest dreams.

People applied from all over the world, and an age range from 6 to over 60. They received the club newsletter with up to the minute news, reviews, competitions, and answers to our puzzles. As well as free delivery of this, members also had the right to participate in our unique ratings system that means you can prove your games playing prowess.

So what's new? Well, due to vastly improved production schedules on Gamer, as well as bringing you even more current news and reviews, we can include the newsletter in the main magazine. This will give it a much wider audience — as well as keeping our post bill down!

The format will also change. From now on the club pages will be used for FREE contacts, in three sections.

Section one will be for clubs, so if you have a local computer club that you wish to promote, fill in the form and it will be included.

Section two will be for Sales and Wants, if you want to sell something computer related or you want to buy something then this is the section for you.

Section three, general contacts. This is a general section for contacting other people, if you want a computer pen pal, or want to start a club, or can offer help with a game, then include yourself in this section.

The general rules for these sections are simple. All applications MUST be on the correct form. 30 words maximum. All forms must be completed in block capitals. Personal only — no trade. We take no responsibility for the consequences of any sale or contact made. Include a large SAE for replies.

Contacting will work along the lines of a PO box system, except that it will be membership numbers. No addresses will be included in the ads, only a number. If you want to respond to an ad, then you send the letter to us at the following address:

Club Contacts
Computer Gamer
1 Golden Square
London W1R 3AB

With the number that you wish to contact written on the back. We will then forward the letter on to the appropriate person. If you are not a member of the club already, then you can always send your application in with your contact coupon.

All you have to do is fill in the following questionnaire (to help us identify your particular areas of interest) and send it to:

Reader's Club
Computer Gamer
Argus Specialist Publications Limited
1 Golden Square
London W1R 3AB

Do not enclose any other correspondence in the envelope — ONLY your application.

NAME . . . .
ADDRESS . . . .
. . . . POST CODE . . . .
PHONE NUMBER . . . .
AGE . . . .
TYPE OF COMPUTER OWNED . . . .
ACCESS TO DISCS . . . .
YOUR MAIN GAMES INTEREST: ARCADE/ACTION . . . .
ADVENTURE . . . .
STRATEGY . . . .
SIMULATIONS . . . .
OTHER (SPECIFY) . . . .
WHAT COMPUTER MAGAZINES DO YOU BUY? . . . .
WHAT OTHER MAGAZINES DO YOU BUY? . . . .
WHAT TYPE OF FILMS DO YOU WATCH? . . . .
WHAT TYPE OF BOOKS DO YOU READ? . . . .

Contact Coupon. Send to:

Computer Gamer Contacts, 1 Golden Square, London W1R 3AB.

Section No: . . . . Member No: . . . .

Name: . . . .

Address . . . .

. . . .

. . . .

Post Code . . . . Age: . . . . Tel: . . . .

To join the club, fill in this form and send with an SAE to us.

98